



OCTOBER  
**08**  
2016

STARTS  
**8AM**  
TO 8PM

- AT -  
**CARLETON**  
UNIVERSITY  
RAVENS  
NEST,  
ALUMNI  
HALL

BASKETBALL TOURNAMENT & URBAN JAM

**ALL AGES - HOOPS & HYPE**

PRO DUNKER  
LIVE DJ  
GRAFFITI  
HIP HOP DANCE

### 3 on 3 in the 613 Basketball Tournament Rules

#### Registration and Teams

1. All teams must **register** with central registration **30 minutes before their first game**.
2. Teams are required **at their courts 10 minutes before game time**.
3. Three players must start a game – teams can finish a game with less players in the event of injury.

#### Timing and Scoring

1. Normal scoring and basketball rules will be enforced. All games are first to 21 points (win by 2) or 18 minutes (whichever comes first). In the event of a quickly finished game, teams are encouraged to continue playing a “friendly” game where score is no longer kept until their time slot concludes.
2. Games will be signaled to start and finish by the MC of the tournament. Scoreboard (clearly visible in the Raven’s Nest gyms) will countdown game time.
3. No extra time will be added to games started late. A default will be recorded 5 minutes after the start time if one team is not present/does not have a minimum of 3 players prepared to play. Defaults will be scored as an 11-0 win for the team present.
4. In the event of a tie at the end of regulation, teams will play a sudden death, “next basket wins” for 2 minutes. If still tied at the end of the added time, the game will be scored as a tie. First possession in extra time will be given to the team with less fouls. If fouls are tied, the team who **LOST** the coin toss for first possession at the beginning of the game will receive first possession in OT.

#### Court Monitors

1. Monitors will keep score and call violations, including fouls where required.
2. Monitor calls are final – abusive language or repeated questioning of calls will result in disqualification.

#### Fouls and Foul Shots

1. Bonus (2 foul shots) occurs on the **seventh team foul**.
2. For fouls in the act of shooting – one shot for a made basket, two shots for a missed basket.
3. For fouls on the floor (unless team has reached 7 team foul limit) the player that was fouled will receive the ball back at the clearing line and **check the ball to begin play**.
4. On any foul shot situation, possession is alternated if the last foul shot is made.
5. Foul shots are rebounded normally – if defensive team gains possession, the **ball must be cleared** beyond the three point arc.
6. Any foul committed in the **last minute of play** (whether shooting or on the floor) will result in 2 foul shots being taken. This is to avoid both flagrant fouls and teams dribbling out the clock in tight games.
7. Players deemed to be taking an excessive amount of time to attempt their free throws (in an attempt to run out the clock) will be issued a warning on the 1<sup>st</sup> violation. And a technical foul on the 2<sup>nd</sup> violation (loss of free throws, defending team receives the ball). This will be issued at the court monitor’s discretion.

#### Game Rules and Possession

1. A coin toss determines first possession.
2. **Alternate possession** on each basket.
3. On any violation or out-of-bounds, play is started by checking the ball at the top of the clear line.
4. Any time the **ball is checked** to begin play, **one pass must be made before a shot** is attempted.
5. **Jump balls go to the defensive team**.
6. On any **change of possession without a violation** (e.g. Steal, rebound, air ball, etc.), the ball must be **cleared anywhere beyond the clear line**. (No first pass required)
7. No dunking allowed in games or in warm-ups.
8. Player substitution at any dead ball.
9. No stall offenses allowed – failure to advance is a violation.
10. Fighting or abusive language will not be tolerated and will result in immediate disqualification from the tournament.