

ZOOTOWN 406 GRIZZLY 3 ON 3 TOURNAMENT RULES

Emphasis on Integrity, Teamwork, Sportsmanship in a positive healthy environment!

COACHES: ONE AND DONE TECHNICAL POLICY FOR ALL GRADES! Coaches, Fans or Players that receive a Technical foul for bad sportsmanship must remove themselves or be removed immediately and may not return to the remainder of the event. Teams with repeated complaints for poor sportsmanship will not be permitted back. **We promote a positive, healthy environment for our young athletes - refrain from cursing during the event and encourage parents to do so as well.**

1. Cancellation Policy: Full refunds for cancellations made 8 days or more in advance. No refund for 7 days or less notification. No refund for weather, other team cancellations or any other circumstances outside of our control.
2. All players must be listed on the entry form – bring ID! We may ask for it.
3. 3 Games are played to 21 points (win by 1) or 25 minute time limit (team leading wins). **A FREE THROW will determine** which team gets the ball first. A BLOW HORN SIGNALS THE START AND FINISH OF EACH GAME WHICH IS SYNCHRONIZED WITH CENTER COURT CLOCK.
4. On any **change of possession, the ball must be taken back PAST the 3 point line. ALL 3 POINTS, BALL AND BOTH FEET.** All jump balls are alternate possessions.
5. When a basket is made, the other team will get the ball at the top of the key. The ball will then be put into play after check. No make it take it, must pass in. No dribbling from the check in point. First time is a warning, second time is a turnover. **Can or may throw into the key area.**
6. **AFTER 2:00 WARNING EVERY FOUL IS A SHOOTING FOUL.** Stalling tactics are not allowed. On the first offense the team will be warned. On any additional offense **IT IS A TWO SHOT FOUL AND** the ball is awarded to the defensive team. (**Stalling is declared at official's discretion**).
7. Free throws: number attempted is the same as shot taken. 1 for inside the arc and 2 from beyond the arc. Fouls on made shots: **count basket as stated and shoot one additional shot (and one).** **Intentional and technical fouls result in two shots** and the ball back. Lanes cleared behind the take back line and 3 point line while shooter attempts free throw. Dead ball and change of possession. **ALL OTHER FOULS RESULT IN POSSESSION OF BALL AT TOP OF KEY.**
8. In case of tie, a free throw shoot off will determine the winner. Three players on each team shoot once, greatest number of makes, wins. Team's alternate shots, if still a tie, do it again.
9. One timeout per team per game. 1:00 in length No **timeouts under 2:00 minutes! MUST PUT BALL IN PLAY AT 2:00 WARNING. CLOCK RUNS CONTINUOUSLY DURING TIMEOUTS.**
10. Teams must have at least 3 eligible and equipped players ready to play at designated times upon sound of the HORN. A team that is late for the game will forfeit that game. Be five minutes early for your game. **ABSOLUTELY NO GRACE PERIOD UNLESS UNUSUAL CIRCUMSTANCES APPROVED BY TOURNAMENT DIRECTOR ONLY. GAME TIME IS FORFEIT TIME!!!**
11. Teams will be bracketed into the division of their oldest player. In case of not having enough teams in your division, you will be inserted into the closest division to yours.
12. Player substitutions can be made on change of possession or free throws (dead ball only).
13. Any player committing a technical or flagrant foul will be ejected for the remainder of that game. Remaining 3 players can continue play, if one more member of the team receives a T that team forfeits the remainder of the event.
14. **NO TOUCHING OF RIMS, DUNKING, HANGING ON NETS, ACTING AS IF DUNKING EXCEPT ON CENTER COURT. THIS INCLUDES ADJUSTING THE HEIGHTS OF ALL BASKETS. THIS IS YOUR ONLY WARNING! IF CAUGHT YOU WILL BE REMOVED FROM THE TOURNAMENT GROUNDS. (INSURANCE POLICY).**
15. Protests **must** be made prior to start of game, or immediately following the incident, which will be directed to tourney director only! **DON'T COMPLAIN AFTER THE FACT.**
16. All rubber matches (**SECOND GAME**) in **championship** rounds are to 9 points or 15 minutes.
17. On dead balls: defender on ball must be inside 3 point line. THE CHECKER/THROWER IS treated as a player out of bounds. Other players can deny. A 5 second count will be given by the referee on check in. **Can throw in to the key area from the check in.**
18. Basket heights for grades 1-4 **may** be set at 7- 9ft. depending on facility and courts. A girl's ball **may** be used. 10ft. basket for all others. **BOUNDARIES:** The basket structure, padding, base, and structural supports will be played as **out-of-bounds**. The actual backboard, including its face, top, bottom, and sides, shall be considered **in-bounds**.
19. Grades 1-12 will be refereed. IF POSSIBLE, ALL DIVISIONS WILL BE REFEREED.
20. **CO-ED** 5 players may be on a co-ed team/preferably 3 boys and 2 girls. One girl must be on the court at all times. If no girl available due to any circumstances, it is an automatic forfeit. Grades 1-4, a girl does not need to be on the court at all times.
21. **BLOOD RULE OR INJURIES.** PLAYER CANNOT PLAY UNTIL BLEEDING HAS STOPPED AND BLOOD HAS BEEN CLEANED UP. IN CASE OF AN INJURY. CLOCK STILL RUNS, SAFETY FIRST. INJURIES ARE AN UNFORSEEN PART OF THE GAME WE TRY TO AVOID.

**NO ENTRY FEE REFUNDS AFTER TOURNAMENT HAS BEEN BRACKETED
OR SHIRT ORDER HAS BEEN PLACED! SORRY!**