

**Unity Athletic Booster's 11th Annual
Hoopsfest 3 on 3 Basketball Tourney
Saturday, March 13, 2010 - Mendon, IL
Rules and Regulations**

Lunch and Concessions available all day.

***** Register 1 hour before your 1st game.*****

ALL REGISTRATION takes place in the Unity High School Cafeteria.

*****Captains are notified by E-mail or Phone regarding team's 1st game time!*****

Go to www.cusd4.com to view and print entry forms, rules and regulations and brackets with team pairings and team's 1st game time.

QUESTIONS?? Seth Klusmeyer E-mail:klusu4@cusd4.com or 217-936-2116, ext. 103

Non-player gate admission fee--\$1.00 for each person over 5 years of age.

EACH TEAM MUST PROVIDE A SCOREKEEPER FOR EACH GAME.

1. All teams are guaranteed 3 games. Team rosters will consist of 4 players. Teams must enter in division of player in highest grade level. A girl may enter on a boys' team. However a boy may not enter on a girls' team. (K-1) and 2nd Grade teams may be boys' teams, girls' teams or mixed-gender teams. Your registration time is 1 hour before your 1st game time. Games will begin at 8a.m.
2. **Each player must show School ID with proof of grade at registration on tourney day prior to first game.** (Can be report card, school ID card, school yearbook etc.) If a player has **no proof of grade level, he /she will not be allowed to participate until proper proof is demonstrated!** Captains will be notified by mail or e-mail of their team's first game time. Tournament officials reserve the right to restructure divisions if deemed necessary.
3. A coin toss before each game will determine first possession. **A completed game is to 15 points or 15 minutes, whichever comes first No time outs!** The time clock runs for 15 minutes without stopping no matter what may cause a disruption in the game play. Teams only need to win by 1 point. Tournament may progress ahead of schedule. Make every attempt to be at or near your game court well ahead of scheduled game start time. Teams **must** be prepared to start game when called or **forfeit** that game.
4. **Scoring:** Made baskets inside the arc count as 1 point. Made baskets behind the arc count as 2 points. Free throws will not be shot in regular play. Free throws will only be shot in an overtime situation.

Shooting fouls: Fouled in act of shooting on a missed attempt is counted as a made basket. Fouled in act of shooting on a made attempt is counted as a made basket **plus** 1 additional point. On shooting fouls, the team charged with the foul is then awarded the ball.

Non-shooting fouls: The offended team is awarded the ball **until a team's 6th total foul is committed.** One (1) point will be awarded to the offended team for each non-shooting foul **committed after the 6th team foul.** From this point on, the ball is then awarded to the team charged with the foul.

Offensive fouls: No point will be given and the ball will be awarded to the non-fouling team.

Jump balls: Are awarded to the defensive team.

5. **Overtime games** will be determined by **free throws**. Each player on the team will shoot one free throw (total of four). If a team does not have four players, then one player will shoot twice. The team with the most free throws made will win the game. A tie in number of free throws made in one round of overtime will produce a second overtime. Overtime periods will continue until a team wins.
6. All balls to be in-bounded will be done at the top of the court and must be checked by the defense. Offense must pass the ball into the court in a timely manner to start play. **A five second count will be enforced with under 1 minute to play.**
7. The defensive team gaining possession of the ball by steals, defensive rebounds, defensive rebounding of air balls, and change of possessions must clear the ball with both feet behind the 2-point arc before shooting or attacking the basket. This can be done by an individual dribbling out or passing to a teammate standing behind the 2-point arc.
8. Players may enter the game after a made basket, called foul, or any dead ball situation. You must let referee know you are changing players.
9. Each court will have a referee. **A scorekeeper must be provided by each team. Unsportsmanlike conduct, fighting, vulgar or abusive language or unruly behavior WILL NOT BE TOLERATED.** A technical foul against that player (counted as an additional team foul) will be assessed. Ejection of that player(s) or team from that game or tournament may result at the referee's discretion. **The same sportsmanship is expected from the spectators.** Verbal abuse and heckling from spectators toward referees or tourney staff will first result in a warning from the referee or tourney staff. Action taken toward repeated unsportsmanlike conduct is subject to the discretion of the referee or tourney staff and may result in ejection of the offender from the court area.
10. In the case of an injured player on the court, because of the no-stop game clock, the injured player should exit the court as quickly as possible and a substitute enters the game so that play may resume. In cases where this is not feasibly possible, it will be at the referees discretion if any additional time, and how much, will be added on to the end of the 15 minute game.
11. Any roster changes must be requested and **approved BEFORE tourney date (along with all needed information and signatures on entry form) and directed to the person in charge of registration.** Only valid requests will be considered. **Absolutely NO roster changes allowed on day of tourney.**