



Shell Cove Shellharbour City Festival of Sport

3 ON 3 BASKETBALL TOURNAMENT

Shellharbour City Stadium, Croome Road, Albion Park

Sunday 5 March 2017

Shellharbour City Festival of Sport and Shellharbour City Council are happy to present the 3 on 3 Basketball Tournament as part of the Shell Cove Shellharbour City Festival of Sport event for 2017.

Details are:

When: Sunday, 5 March 2017

Where: Shellharbour City Stadium, Croome Road, Albion Park NSW 2527

Time: 1pm start

Entry Fees: \$30.00 per person

Payment Details

Payment can be made via cash, EFTPOS or cheque

If payment by cheque – cheque should be payable to **Shellharbour City Council**

Team Composition

Each team must consist of 4 players and is open to senior players over 16 years. A player may not participate in multiple teams. A team may have only 3 players on the court at any one time. All games must start with at least 3 players on each team.

Prizes

\$200 for winning team and \$100 for runners up team

TEAM REGISTRATION ENTRY FORM

Team Name: _____

Captain: Last Name: _____ First Name: _____

Address: _____

Email: _____ Contact Number: _____

Team members (minimum 4)

1. Name: _____ Phone: _____ Email: _____

2. Name: _____ Phone: _____ Email: _____

3. Name: _____ Phone: _____ Email: _____

4. Name: _____ Phone: _____ Email: _____

Team Payment \$ _____ Paid by: Cash, Cheque, EFTPOS Date: _____

Staff Signature: _____

RULES & REGULATIONS

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain is expected to aid in controlling teammates' and team followers' conduct and to represent their team as spokesperson in case of appeals to the court official. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rule 11). Failure to comply with the Spirit of the Shellharbour City Festival of Sport 3ON3, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Any ejection from the entire tournament will result in a suspension from the next year's Basketball 3ON3, at a minimum. Decisions made by tournament officials are final.

Authorised Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her body, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. Shellharbour City Stadium Festival of Sport Basketball 3ON3 retains the right to disallow any equipment or apparel that its officials consider to be dangerous.

Game Officials

The game officials shall consist of 1 referee and time/score keeper.

Beginning of the Game

- Both teams shall warm-up simultaneously prior to the game.
- A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- The game must start with three players on the court.

Scoring

- Every shot inside the arc shall be awarded one 1 point.
- Every shot behind the arc shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

Playing time/Winner of a Game

- The regular playing time shall be as follows: one period of 12 minutes playing time.
- However the first team which scores 15 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).
- A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in any case.
- A team losing by default or a tortuous forfeit may be disqualified from the competition.

Note: if a game clock is not available the running time's length and/or required points for sudden death is at the organiser's discretion. The score limit in line with the game's duration (10 minutes/10 points).

Fouls/Free throws

- A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to rule 15.
- Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.
- All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

How the Ball is played

- Following each successful field goal or last free throw (except those followed by ball possession):
 - A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
 - The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
 - If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).
- If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling)
- Possession of the ball given to either team following any dead ball situation shall start with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.
- In the event of a jump ball situation, the defensive team shall be rewarded the ball.

Stalling

- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Time-outs

- Each team is granted one team time-out. Any player can call the time-out in a dead ball situation.
- All time-outs have a length of 30 seconds

Note: time-outs and substitutions can only be called in dead ball situations.

Disqualifications

A player committing 2 unsportsmanlike fouls (not applicable to technical fouls) will be disqualified from the game by the referees and may be disqualified from the event by the organiser. Independent thereof, the organiser will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression or tortuous interference in game results.