

**Hoop Junkies 3v3**

1. **Who Can Play:** The tournament is open to players ages 10 through adult Notime2Chill Skills Academy has the right to accept or deny any registration, for any reason, at the discretion of the director. SEE AGE BRACKETS BELOW.

2. **Number of Players**: Each team may consist of a maximum of 5 players and a minimum of 3 players. A team has only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game. Player changes for registered teams are allowed until the start of your team’s first game, after this game STARTS, player changes are NOT allowed for any reason. Any player changes, for any reason, made after your first game starts will result in an automatic forfeit.

3. **Bracket Types:** Teams will be divided into tournament brackets according to its players’ ages, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player’s entry form data. False information will be grounds for dismissal from the tournament. Each adult player is required to always possess personal identification during the tournament. Notime2Chill Skills Academy retains the right to adjust or combine divisions to create brackets at any time before the tournament as they see fit.

4. **Court Dimensions & Ball Size:** Games are half court only. Free throw line: 15 ft from backboard\*\*\*. Basket height: 10 ft. Two-point shooting distance: 19.5 ft from rim center. The intermediate size ball will be used for all female games and any brackets with players under the age of 12. The full-size ball will be used for all other games.

5. **Jump Ball & Possession:** A game of **Paper/Rock/Scissors** will determine which team gets the first possession. All jump balls will alternate after that. Court monitors &/or referees will track possession changes.

6. **Checked ball:** The ball must be **“checked”** by an opposing player behind the three-point line before it is put into play. The ball must be passed to begin play. There will be one free pass after the ball has been checked to a player who is **above the three-point line only. Passes made below that line are subject to defense**. Both the ball and both player’s feet must clear the three-point line when possession changes during game play.

7. **Steals:** There will be 1 free pass given after the ball is checked as long as the pass is to a player who is **above the three-point line**. If a pass is made BELOW the back-court line after a checked ball, it is game for defensive play. The ball can be stolen at any time after during play.

8. **Possession Shot-Clock:**  **No stalling is allowed**. Failure to attempt a shot within **12 seconds** will result in **Shot-Clock Violation** and loss of possession.

9. **Possession and Clearings:** Following each successful field goal or last free throw: A player from a non-scoring team will resume the game checking the ball (an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court. to the opposing team at the top of the three-point line. Following each unsuccessful field goal, 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. A player is “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.

10. **Fouls:** All called fouls shall result in one or two free throw shots, except on successful field goals, in which case the basket counts, and no free throw shot is awarded. One free throw will be awarded if the shot took place inside the three-point line and two shots will be awarded for shots outside the three-point line. During a free throw, opposing team players may not intentionally disrupt the shooters unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be checked behind the back court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games.

**Technical Fouls:** A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor, referee, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by the NoTime2Chill Skills Academy staff on a case-by-case basis. The referee may also assess a technical foul if they determine that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

**Intentional Fouls:** An intentional foul is a foul designed to neutralize an opponent’s advantageous position. It is a foul which, based on the referee’s observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the referee’s observation of the act, if while attempting to play the ball, a player causes excessive contact, an intentional foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the back court line.

**Flagrant Fouls:** A flagrant foul may be of a violent nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hipping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, savage or abusive. A flagrant foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the back court line. The player committing the foul will be suspended from play for the remainder of the game or for the rest of the tournament.

**Crowd Control:** The Team Captain or the designated parent/coach are the only people, other than the players, who are permitted to address the Court Monitor and or Referee. Any fans or parents who negatively address a Court Monitor/ Referee or Tournament Official may be assessed a technical foul to their team. Please also see the Player Agreement form that players & parents/guardians agree to during online registration. Technical, Intentional and Flagrant fouls will only be called by a court Referee.

11. **Substitutions:** Substitutions may be made during a time-out or a “dead ball” situation. You may only substitute players who are named on your registration form or your team forfeits all future games.

12. **Keeping Score:** Teams are required to provide their own scorekeepers. All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Made free throws are worth one point. The first team to 20 points is the winner. (see rule 12 for exceptions)

13. **Game Length:** All games have a 15 or 20-minute time limit\*\*\* during which each team is allowed a single one-minute timeout per game. The clock is only stopped during timeouts or if there is a player injury or other unusual circumstance at the monitor’s discretion. All games end when a team reaches 20 points. If neither team has reached a score of 20 points, the referee shall stop the game after 15 or 20 minutes of play. **The referee can declare a technical foul if they determine that a team is intentionally stalling to run out the clock**. If neither team reaches 20 points in the allotted time, a winner will be declared if a team has a lead by 1 point. If there is a tie score overtime will be initiated.

**(Note: Hoop Junkies Tournament Game length is 15 Min per game)**

14. **Overtime:** Overtime will start with another **Paper/Rock/Scissors** to determine possession. In the event of overtime, a winner is determined by adding 1 point on top of a team’s current score. There is no time limit or length to overtime. In overtime each team is allowed a single 1-minute timeout.