



3/27/2010

Texas Xpress 3on3 Basketball Tournament

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the Texas Xpress 3on3 event staff.

Prior to the Game

Each team must have three to five players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by Texas Xpress 3on3 event staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the Texas Xpress 3on3 event staff. No substitutions are allowed once a team has played its first game of the event. A player is allowed to participate for only one team per division of the tournament without the prior written consent of the Texas Xpress 3on3 event staff.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with a least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one player, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes with a score of 5-0.

The home team is the team on the left side of the schedule or at the top of bracket. The home team will supply a game ball. A coin flip prior to the start of the game will determine which team has the initial possession.

Throw In/Starting Play

The ball must be thrown (not dribbled) from the top of the two point arc. Defense gets possession after a score (no make-it-take-it). The defense must provide a 3 foot buffer for the player throwing the ball in. On a change of possession, steal, rebound, etc. the player in possession of the ball must take both feet outside the two point arc to establish itself as the offense. Even on an air ball, the defense must take the ball outside the arc. After a score, foul, or out of bounds, the offense will begin possession at the top of the key. On any dead ball the offense must first check the ball with the defense.

First Violation: Warning from the referees or court monitor

Second Violation: change of possession

After the Game

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet to the Master Scoreboard. **THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, TEAMS MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.**

Game Play

Length of Games:

First team to score 20 points, or 20 minutes.

Overtime:

If the score is tied at the end of 20 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the **first** to score 2 points in the overtime period. Except in the Championship game, if the score remains tied after 5 minutes of overtime, the game will be declared a tie.

Tie Breakers in the Standings:

After pool play is completed and multiple teams finish with the same record, the following will be used to rank the tied teams for purposes of moving to the tournament round of play:

- 1) Head to Head Records
- 2) Point Differential
- 3) Coin Flip

Stalling:

No stalling is allowed. The referee, court monitor or Texas Xpress 3on3 event staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls become the possession of the defensive team.

Time Outs:

Each team is allowed two 45-second time-outs per game. The game clock does not stop during any time-outs. **NO time-outs are permitted in the last three minutes of the game.**

Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the two point arc. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of Possession

Throw In/Resuming Play:

The ball must be thrown in (not dribbled) in from the top of the 2 point arc. The defense must provide a 3 foot buffer for the player throwing the ball in.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

Lane Violation - 3 Seconds for all age groups except 5 seconds for 2nd and 3rd Grades:

Each Violation: Change of possession

Scoring

Baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Court monitors or referees will call "two points". If there is any doubt by the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws

Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (see foul section). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the top of the two point arc. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt is being made.

Fouls

Any time a basket is MADE and a foul is called:

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball. No "and-1's"

Personal Fouls

The referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

RECORDED TEAM FOUL # RESULT (for team that was fouled)

Team Fouls 1 through 8 check ball from top of two point arc, unless fouled in the act of shooting (see above)

Team Fouls 9+ one free throw, unless fouled in the act of shooting (see above).

All intentional fouls will be called by the referee, court monitor or Texas Xpress 3on3 event staff member only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. It may or may not be premeditated and is not based on the severity of the act.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee, court monitor or Texas Xpress 3on3 event staff only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

First Offense:

Player fouled will shoot one free throw and his /her team retains possession and takes it out.

Second Offense: Team forfeits game and is under probation for the duration of tournament play.

Third Offense: Team is dismissed from tournament.

Basketball Goal Information

All goal heights will be 10 foot except 2nd grade, they will use 8.5 foot goals.

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard.

The ball remains in play if the ball:

- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

Basketball Information

(27.5) size balls will be used by 2nd grades, (28.5) size balls will be used for grades 3 - 6 and for all girl divisions. In the 6th grade boys division if both team agree, a regulation (29.5) sized ball may be used. Regulation (29.5) size ball will be used for grades 7-12 boys divisions.

Tournament Administration

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

Texas Xpress 3on3 event staff reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players:

The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Texas Xpress 3on3 event staff. The Texas Xpress 3on3 event staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.

False information:

Information provided to Texas Xpress 3on3 on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct:

Good sportsmanship is expected. A Texas Xpress 3on3 event staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.

General Information: No coolers are allowed in the Gym at any time.



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