

SHOOT FOR THE STARS 3 ON 3 RULES

SPORTSMANSHIP

The Shoot For The Stars event honors the memory of our dear friend Alex Betzhold. In tribute to him, we ask that you help us promote good sportsmanship as a crucial aspect of the 3 on 3 tournaments. The following rules are intended to ensure fair play for all participants. Observance of the rules, along with sportsmanship and respect for opposing team members and officials will help ensure a safe and enjoyable experience for everyone.

Good sportsmanship is expected from all participants and spectators. Either the team captain or designated parent (if applicable) is responsible to aid in controlling the conduct of teammates and team fans and will act as the sole team spokesperson at all times. Poor sportsmanship could result in the assessing of penalties against a team in either the technical, intentional or flagrant foul categories. Failure to comply with the Shoot For The Stars sportsmanship standards with such acts as fighting, taunting, intimidating, excessive arguing or verbally attacking a player, spectator or tournament official can lead to the immediate removal of the offending player, team or spectator from the tournament.

WHO CAN PLAY?

The tournament is open to all males and females from Kindergarten through adults.

NUMBER OF PLAYERS

Teams may have a maximum of five players. The players listed on the team entry form as accepted by Shoot For The Stars are the only ones eligible to play on that team. Roster change requests will be accepted up until the beginning of each team's first tournament game. Under no circumstances will a team's roster changes be allowed after that team's tournament begins. Players may play for one team only with the following exception: High schoolers and adults may enter their gender specific division and the co-ed division. Play in the co-ed divisions must feature one female player on the court at all times.

PLAYER ELIGIBILITY

Each player must sign the Shoot For The Stars liability form before participating. All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in the Shoot For The Stars 3 on 3 tournaments and the potential effects on their eligibility.

APPAREL & EQUIPMENT

In an attempt to have distinctly different colors worn by opposing teams in each game, we ask that each team bring one set of light shirts and one set of dark shirts if possible. The colors of the shirts don't really matter, as we will simply attempt to have one team in light shirts and one team in dark shirts. Shoot For The Stars tournament officials have the right to disallow any equipment or apparel that they deem to be dangerous or inappropriate.

BASKETBALL SIZE

Women's, youth (first grade through sixth grade) and co-ed divisions will use the intermediate size basketball. The full size basketball will be used for all other games.

GAME PLAY

At the start of each game, a coin toss will determine which team gets the ball first.

A regular made basket is worth 1 point. A made basket from behind the three-point arc is worth 2 points. The ball is exchanged after every made basket. Play is **NOT** make it take it.

All dead balls must be put in play from the top of the key and must be checked by the opposing team before play starts.

The ball must be taken back on each change of possession regardless of whether a shot was attempted.

Taking it back means bringing your whole body, both feet and the ball behind the three-point arc.

Failure to properly take the ball back will result in loss of possession and any points just scored.

In a jump ball situation, possession will go to the defense.

Player substitution is allowed during any dead ball situation.

All free throws which result from an act of shooting foul will be 1 for 1 point or 1 for 2 points, depending on the shot. Teams will begin attempting free throws after non-shooting fouls on the 7th team foul.

Non-shooting foul free throws will be 1 for 1 point. After each made free throw attempt, the non-shooting team will receive the ball at the top of the key.

First through sixth grade divisions will be played for 20 minutes of running time or up to 12 points (win by 1 point), whichever comes first. If a score of 12 is not achieved within 20 minutes, and a team has a lead of one or more points, that team is declared the winner. If the teams are tied, overtime will be activated. In overtime, a coin flip will determine which team has the first possession. The game winner will be the first team to score in overtime. Team fouls all carry over into overtime

Seventh grade through adult divisions will be played for 20 minutes of running time or up to 16 points (win by 1 point), whichever comes first. If a score of 16 is not achieved within 20 minutes, and a team has a lead of one or more points, that team is declared the winner. If the teams are tied, overtime will be activated. In overtime, a coin flip will determine which team has the initial possession. The game winner will be the first team to score in overtime. Team fouls all carry over into overtime

Because the scoreboard clocks will be timing more than one game at a time, there will be no timeouts granted to any team. In all situations, a referee can declare a technical foul if it is determined that a team is intentionally stalling to delay the game or run out the clock. In the case of an injury that causes an extended delay in play, additional time may be added at the end of a game at the discretion of the referee.

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 personal, verbal attack directed toward any person involved in the event. After one technical foul, the player will be ejected for the remainder of that game. If the same player later receives a second technical foul, that player will be ejected for the rest of the tournament.

INTENTIONAL FOULS

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul that, based on the referee's observation, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional if, while attempting to play the ball, a player causes excessive contact. All intentional fouls will result in 2 points and possession of the ball for the non-offending team.

FLAGRANT FOULS

A flagrant foul is one of a violent or aggressive nature or an act that displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeing or any other act that could cause severe injury to the opponent. It may also involve dead ball contact or dialog that is extreme, persistent, aggressive or abusive. A player who commits a flagrant foul will be ejected for the remainder of that game. If the same player later commits a second flagrant foul, that player will be ejected for the rest of the tournament. All flagrant fouls will result in 2 points and possession of the ball for the non-offending team.

GAME TIMES

All printed schedules are effective through only the first game for all teams. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. If games are running early, Shoot For The Stars tournament organizers may start games ahead of schedule in order to maintain a timely and efficient pace for tournament completion. In other words, **GAMES MAY START EARLIER THAN THEIR SCHEDULED TIME**. It is your team's responsibility to maintain contact with Shoot For The Stars tournament organizers for all official schedules, times, courts, revisions and general game information.

TIEBREAKERS FOR POOL PLAY

Two-Team Tie:

Winner of game between the two teams tied awarded higher place, with losing team awarded next place.

Three Or More Teams Tied:

Step 1 – Head-to-head record for tied teams, with placing based upon the head-to-head record.

Step 2 – If head-to-head records are the same for three or more teams, the point differential rule will be used.

Places will be awarded based upon highest point differential.

If two teams have the same point differential, winner of head-to-head game between the teams will be awarded the higher place.

If three or more teams remain tied, higher place awarded based upon the lowest defensive points allowed.

Any remaining ties will be broken by coin flips.

OTHER GENERAL INFORMATION

National Federation of High School Basketball Rules shall apply to all games unless otherwise noted.

There will be no trainers on site.