

“HOOPS MADNESS” 3-on-3 BASKETBALL TOURNAMENT RULES
QUINCY UNIVERSITY, QUINCY, ILLINOIS
SATURDAY, MARCH 22, 2008

1. All teams are guaranteed three (3) games. Team rosters will consist of four (4) players. Teams must wear like colors. Teams must enter in Division of player in highest grade level. A girl may enter on boys' team; however a boy may not enter on girls' team. (K, 1st and 2nd Grade teams may be boys' teams, girls' teams or coed combined teams). Your registration time is a minimum of one (1) hour before your first game time. Games will begin at 8:00 a.m. Each player must show 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, email or phone of their team's first game time. Tournament officials reserve the right to restructure Divisions if deemed necessary.
2. Each court will have a HoopsBuster (Referee), and HoopsKeeper (Scorekeeper). A coin-toss before each game will determine first possession. A completed game is to 15 points (or 15 minutes) whichever comes first. There are **no** time outs! The time clock runs for 15 minutes without stopping. Teams only need to win by one (1) point. Tournament may progress ahead of schedule. Teams must be prepared to start game when called or forfeit that game.
3. Scoring – made baskets inside the arc count as (one) 1 point. Made baskets behind the arc count as two (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. Foul in act of shooting on a made attempt is counted as a made basket plus one (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 except beginning on a teams sixth (6th) total foul in which one (1) point will be awarded to the offended team for each non-shooting foul committed thereafter, and 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 and inbounded at the top of the court.
4. Inbound balls will be passed in at the top of the court in a timely manner after first being checked by the defense. A five-second count will be enforced with under one minute to play.
5. Change of Possession: The defensive team after 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 the ball and scoring. Failure to comply with this rule will result in possession of ball given to the defensive team after a non-compliance shot is made. This made shot does not count for either team.
6. Player Entry: Players may enter the game after a made basket, called foul, or any dead ball situation. You must let a HoopsBuster know you are changing players.
7. Overtime games decided by layup shoot off for K-4th grades and free-throw shoot off in 5th – 10th grades. Before first round, captains flip coin. Winner of coin-toss has choice of going first or second. All four (4) players on each team alternate shooting until after both whole teams shoot, the team with the most shots made is declared the winner. If still tied, repeat process. If one team has only three (3) players, then three (3) on each team shoot.
8. 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 HoopsBuster's discretion. The same sportsmanship is expected from spectators. Verbal abuse and heckling from spectators toward officials or tourney staff will first result in a warning from the HoopsBuster or tourney staff. Action taken toward repeated unsportsmanlike conduct is subject to the discretion of the HoopsBuster or tourney staff and may result in ejection of the offender(s) from the court area.
9. In the case of an injured player on the court, because of the non-stop game clock, the injured player should exit the court as quickly as possible and the substitute enters the game so that play may resume. In cases where this is not feasibly possible, it will be at the HoopsBuster's discretion at the time to state, if any additional time (and how much) will be added on to the end of the 15 minute game.
10. 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.

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