

2010 CDA 3-on-3 BASKETBALL JAMBOREE

RULES AND REGULATIONS

Each NWSBL team can enter two 3 x 3 teams. The **BLUE** division players should be your highest-skilled players. The **RED** division team should be your lesser-skilled players. A minimum of four players must be listed per 3x3 team. Up to six players may be listed per 3x3 team. A player may be listed on both the **BLUE** and the **RED** division teams. This allows for middle-skilled players to be used in either division and ensure enough players per team. However, placing your best players in the **RED** Division is prohibited. Admissions charged. Concessions will be sold.

Each team is guaranteed three games on Saturday in pool play.

The following order will be used for seeding after pool play:

(1) Record (2) Point differential (3) Coin flip by tournament director/official. Based on Saturday's results, teams will be seeded into a bracketed tournament on Sunday. *After* the first round on Sunday, it will be single elimination. Therefore, if you are a high seed and receive a bye in Sunday's first round and lose your next game, you only play one game on Sunday. Otherwise, all teams are guaranteed at least two games on Sunday. Customized tournament t-shirts will be awarded to the champions, second place and consolation winners in each bracket. Home teams (noted on official tournament brackets) will wear white.

Rules: Unless otherwise noted in these tournament rules, Minnesota State High School League rules are in force. Games will have one official and one scorekeeper. Each team must have at least 3 players. Teams not ready to play at start time will forfeit. All players must be registered in NWSBL. Protests will be handled by a tournament director, whose decision is final.

Games: Will be half-court, 20-minute running time. There is a five minute break between games. Each team is allowed a 30-second timeout, but game time does not stop. No time outs in the last minute. No stalling – if an effort is not made to score, the referee will call a “stalling” turnover. Substitutions will happen “on the fly” at dead balls or after scores. After any change of possession of the basketball, the ball must be taken back past the 3-point line. After made shots and on any dead ball, the defense will “check” the ball in to the offense beyond the 3-point line. When “checking” the basketball, the defender must be inside the 3-point line and must check the ball in a sportsman-like manner.

Fouls: Only on shooting fouls is a free throw awarded. Only one free throw is shot and is worth one point if the original shot was made, but is worth two points or three points depending on the type of missed shot. In the last minute of play, all non-shooting fouls are shot and are worth two points. Players can't foul out, but referees have absolute discretion to remove a player for excessive rough play. (Warnings to players are encouraged, but not mandatory) Intentional fouls will result in an automatic two points and ball possession. *Technical fouls are automatic two points and loss of possession.* Flagrant fouls will result in removal from the current game and suspension from the following game.

Overtime: Will be a 3-player single free throw shootout (home team shoots second). If still tied, game will be decided by sudden death single free throws by alternating players from each team.