



Quad City Championship 3v3 rules and information

Games played Wednesday December 30th, 2009

**3rd-5th grade boys & girls–team check in 8:15-8:45am, games begin 9:00am.
Game play period 9am-noon**

**6th-8th grade boys & girls–team check in noon-12:30pm, games begin 12:45pm.
Game play period 12:45-4pm.**

Note to all teams: All teams arrive within the check in period. Games will be scheduled immediately following check in. We will have 6 courts competing so games will run fairly quickly. Be ready to play anytime within the game play period.

Players

- 1) Teams may have a maximum of 4 players on their roster.
- 2) Rosters are frozen at the first pool play game.
- 3) At least 2 players must be present to start a game.

Substitutions

- 1) May be made after any basket, foul, or stoppage of play.
- 2) A referee may require a substitution for disciplinary action.

Equipment

- 1) No jewelry of any type is permitted at any time.
- 2) Knee and ankle braces that are not dangerous to other participants are legal.

Playing Rules

- 1) The defensive player must check the ball at the top of the key before it is put into play to start the game.
- 2) The ball must be passed to a teammate to begin play. The person taking the ball out must have one foot touching the center court circle. A defender must defend the person taking the ball out.
- 3) Each team will be required to take a shot at the basket within 15 seconds after beginning possession. No stalling.
- 4) The ball will change possession after a made baskets, no “make it, take it.”
- 5) The defense must touch the three point line with one foot (anywhere on the court) on any play in which they gain possession in order to shoot the ball. This rule applies at all times (whether or not the ball touches the rim or is shot is not a factor.)
- 6) All dead balls will result in the ball being taken out at the top of the key by the team awarded the ball after the ball is checked by the defense.
- 7) On a held ball situation (jump ball, etc.), the ball is awarded to the defensive team.
- 8) The three-second rule will be in effect.

Fouls and Violations

- 1) Players will not foul out of a contest. The referee may disqualify a player guilty of excessive, flagrant or intentional foul at their discretion.
- 2) If a foul is called and the shot is made, the basket will count but the ball will change possession. No and one free throws.

- 3) The referees will call all out of bounds, playing violations, and player fouls.
- 4) Sportsmanship will be enforced with the use of technical fouls. A technical foul will result in one free throw and possession to the offended team. Any player who receives 2 technical fouls will be removed from the tournament.
- 5) On the 1st–6th team fouls the offended team will receive possession of the ball at the top of the key. NOTE: on a made basket, the foul will be recorded, but team possession will change.
- 4) On the 7th-10th team fouls the offended team will receive 1 free throw (2 free throws if the shot attempt was from behind the arc) but team possession will change. NOTE: on a made basket, the foul will be recorded, but no free throws will be attempted.
- 5) On the 11th and all subsequent fouls the offended player will shoot 1 or 2 free throws and their team will retain possession of the ball at the top of the key. NOTE: on a made basket no free throws will be attempted, but the offended team will retain possession.

Timing

- 1) A coin toss will start the game.

Pool Play round robin

- 1) Games will be 5 minutes in length. No scoring cap. (Example: If there are 7 teams in a division you will play six 5 minutes games) If an age division has 4 teams or fewer pool play will be 10 minutes in length with a break at 5 minutes. The clock will run continuously. No time outs. When the time clock goes off the current possession will finish.

Bracket Play

- 2) Games will be to 15 points, win by two points If neither team has scored 15 points at the end of the 15 minutes the team ahead will be declared the winner.
- 3) Each team will be granted one 30-second time out per game. There are no time outs in overtime. Overtimes are sudden death, first point wins. The clock continues to run on time-outs.

Scoring

- 7) All baskets made from inside the 3-point line will count as one point. All baskets beyond the 3-point line will count for two points. All converted foul shots will count as one point.

Awards

Medals will be awarded to first and second place in each division.

Facility Information

No coolers, outside food, or outside drinks allowed. Rays Café will be open throughout the day.

All games played at Beyond The Baseline, 1540 W 12th Street, Davenport, Iowa 52804.

A \$2.00 per person entry fee will be charged for all spectators.

For directions go to www.beyondthebaseline.net.

Contact information: Gary Thrapp – 563-322-8434

All rules are subject to change.

