

SHAMROCK 3 v 3

Geneva High School • 416 McKinley Avenue, Geneva

** Please do not contact Geneva High School or Athletic Department. **
Questions should be directed to the Event Coordinator on the Flyer.

3-ON-3 RULES & GENERAL INFORMATION

- **Cancellation & Refund Policy:** Refunds are NOT issued to "no shows" nor to players who leave a session by their own will, by expulsion, or who cancel after the deadline.
 - **Confirmation Notices:** Confirmations/schedules are sent by Wednesday prior to the tournament date. Any Change of Time/Location will be sent by email and phone.
 - **Grades may be combined** to fill out the brackets. (Ex. 3rd and 4th grade with 5th and 6th grade.)
 - Players on the same team should wear the **same colored shirt** as their teammates.
 - All players should sign in at the main table at least 15 minutes before their first game (Beginning division check-in at 11:30am). Games scheduled every 30 minutes, but times are subject to change as necessary. Times and divisions may vary due to number of teams entered.
 - **Game winning score and time limit** to be determined based on number of teams entered. Official game clock will be kept at the main table. (ex. 20 points or 20 minutes whichever comes first).
 - **No stalling:** 1st violation is warning; 2nd violation is loss of ball. Three seconds in the lane will be called (lane is marked).
 - If game ends in **tie** – coin toss determines who gets possession of ball first. An untimed "Sudden Death" overtime will happen ending once either team scores.
 - A coin toss will determine who starts with the ball. After a **dead ball situation** (made basket, foul, out-of-bounds, violation, etc.) the defense will "**check**" the ball at the top of the key, the offense must pass in - no dribbling or shooting to start (violation: re-check).
 - All teams guaranteed three (3) games. Tournament format will be determined based upon the number of teams.
 - On **ALL changes of possession** players must "**backcourt**" the basketball. To backcourt, a player must have control of the ball and have **ONE FOOT** clearly on the ground anywhere outside the three-point ARC.
 - **Failure to "backcourt"** the ball results in loss of possession as soon as someone shoots the ball. If a field goal is unsuccessful, the offensive team can still try to score without returning it to the arc. If the defensive team rebounds the ball, it must return the ball to the arc either by passing or dribbling.
 - **Following a steal, turnover or defensive rebound off missed shot of ball not hitting the rim-the ball STILL needs to be passed or dribbled past the arc**
- ("backcourt")**.
- If ball is turned over out of bounce – ball must be "checked in" at top of key.
 - Any **jump ball** situation: the DEFENSE gets the ball.
 - **Scoring:** TWO (2) points on field goals inside the three-point arc. THREE (3) points on field goals outside the three-point arc.
 - **Fouls:** Referees will call all fouls and violations.
 - **No individual or team limit on the number of fouls.**
 - **Defensive non-shooting foul:** If an offensive player gets fouled (non-shooting) the play stops, and the offense restarts with the ball at the top of the key.
 - **Defensive foul – missed shot:** If the offensive player gets fouled while shooting and misses the shot – offense will receive 1 point. A change of possession occurs after this play.
 - **Defensive foul – made shot: (And-1):** Any made field goal while being fouled will result in 2 or 3 points PLUS one point. A change of possession occurs after this play.
 - On a **technical foul** - Two (2) points awarded and possession of the basketball at the top of the key.
 - On **flagrant foul**- two (2) points awarded and possession of the basketball up top with offending player ejected from game.
 - **Substituting** will be allowed only during stop in play, including after made baskets.
 - **UNSPORTSMANLIKE CONDUCT** will not be tolerated; team captains are responsible for their players. Spectators may be asked to leave the building if they cannot conduct themselves properly.
 - **Referee** will call all fouls, keep track of the score if no score keeper is present and will have final say on court.
 - **Standings Tiebreaker** is Most Wins, Head to Head, then Points for, then points against, then coin flip.
 - "**Champion**" T-shirts will be given to the champion in each division.
 - **It is EXPECTED that all fans demonstrate good sportsmanship and be cordial during this event. Please keep this in mind while cheering for you team or commenting on a game call. Put your focus on being a supportive and encouraging fan. Anyone not following these expectations may be asked to leave the building.**