

Official TCC Annual HoopFest

3 on 3

Basketball Tournament

Rules

PLAYER ELIGIBILITY

- Each team must have 3, 4, or 5 players on their roster and be registered as a team by the predetermined entry deadline.
- Player eligibility will be enforced through the use of student/faculty photo ID. Identification for each player is required at on-site check-in, (players must be 18 or older).
- Eligibility problems will be addressed from time of discovery. No replay of games or adjustment will be allowed for previous tournament games and standing involving the team in question.
- No alcoholic beverages or tobacco usage will be allowed for player consumption on site.
- Players may appear on only one (1) team. Any player appearing on more than one (1) team roster will have to choose one (1) team to play for.

PRE-GAME

- All games must start with at least 3 players but, can be completed with less.
- Both teams will warm-up at the same time prior to the game.
- Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
- Teams MUST be at their court at their scheduled time, even if games are “running behind”

SCORING

- A field goal is worth one (1) point. A technical foul results in one free throw attempt plus possession of the ball.
- A successful goal from behind the “take back” line (approx. 20”) is worth two (2) points. The player shooting must have both feet completely behind the line when initiating the attempt.
- Games are played to 16 points, or whoever is ahead after 15 minutes, wins.
- In case of a tie score at the end of regulation there will be a coin flip to determine possession and the first basket wins.

TIME-OUT AND SUBSTITUTIONS

- Each team is allowed two (2) 25 second timeouts per game. Clock continues to run, except last 3 minutes. In last 3 minutes the game clock starts immediately when the 25 second timeout expires.
- Player substitution is permitted during any dead ball situation.

LIVE BALL / DEAD BALL / POSSESSION

- A coin flip before the start of the game will determine who gets the ball out-of-bounds first. The team on the top of the bracket will call the coin toss.
- The ball will change possession after a scored basket.
- All jump balls will be called by the referee and will go to the team on defense.
- The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play.
- The ball must be “checked” by an opposing player before it is put into play. The offensive player must pass the ball in from the top of the court after it’s been checked to begin play.
- The ball must be “taken back” past the two point line on each and every change of possession. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession to the other team.
- “Taking back” means two feet behind the two point line.

FOULS AND VIOLATIONS

- Every court will have at least one (1) referee. All fouls and violations will be called by the referee.
- If a foul is called while a player is attempting a shot and the basket is made; then count the basket, record the foul, and no foul shot is awarded. On the 5th thru 10th fouls-award a free throw for all fouls and the ball changes possession if the free throw is made or missed. After the 10th team foul, award a free throw for all fouls. Also, if the free throw is made or missed the fouled team retains possession.
- A referee may call a technical foul for flagrant or intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The team captain selects the shooter for one shot from free throw distance. The shooting team also retains possession of the ball following the free throw, whether the shot is made or missed.
- Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion by the OFFICIAL TCC HOOPFEST COMMISSIONER. Fighting and or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal without refund.

DUTIES OF COURT REFEREE

- The team captain is the sole spokesperson for his/her team.
- Any questions, complaints, or comments shall be taken up with the Court Referee.
- The judgment decisions of the Court Referee cannot be changed by higher authority. Only questions concerning rule interpretation or eligibility are appealable.
- Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.