



HOOPFEST

3-ON-3 TOURNAMENT

SATURDAY, OCTOBER 9



TEAMS

- Please note, all players will be required to show proof of vaccination or negative COVID-19 test within 72 hours of the event for entry into Hoopfest.
- Each team shall consist of 4 players (3 players on the court and 1 substitute).

GAME OFFICIALS

The game officials shall consist of 1 or 2 referees /time/score keepers.

BEGINNING OF THE GAME

- Both teams shall have 2 minutes to warm-up simultaneously prior to the game.
- A coin flip shall determine which team wins possession of the ball at the beginning of the game

SCORING

- Every shot inside the arc shall be awarded one 1 point.
- Every shot behind the arc shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

PLAYING TIME/WINNER OF A GAME

- Playing time shall be as follows: one period of 7 minutes playing time. The clock shall be stopped during timeouts only. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- The first team which scores 8 points or more wins the game if it happens before the end of 7 minutes playing time.
- If the score is tied at the end of playing time, the game goes into sudden death with the team who lost the coin flip starting with the ball.
- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play (Championship game will be the only exception to this)
- A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified.

FOULS/FREE THROWS

- A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical.
- Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession.
- Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

HOW THE BALL IS PLAYED

Following each successful field goal or last free throw:

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

Following each unsuccessful field goal or last free throw:

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- A player is “behind the arc” when neither of his feet are inside nor step the arc.
- In the event of a jump ball situation, the defensive team shall be awarded the ball.

STALLING

- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

SUBSTITUTIONS

- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees.

TIME-OUTS

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.