



Official 3 on 3 Challenge Rules

1. The event will take place at the Courts of Amarillo on Friday, July 17, and Saturday, July 18, 2009.
2. Each team consists of three players (fourth player is optional, but recommended). Teams will be grouped into divisions based on the information provided on player skill level, and/or age group.
3. Team captains will be held accountable for any false information on the entry form. Information found to be inaccurate prior to the start of the event will result in disqualification of the team captain. If, during competition, information is found to be inaccurate, the entire team will be disqualified. In the case of false information, players will forfeit the entry fee and will also be subject to suspension from future events.
4. The 2009 3 on 3 Challenge is not responsible for determining a player's eligibility as it pertains to the University Interscholastic League (UIL), the National Collegiate Athletic Association (NCAA) or any and all other governing bodies associated with high school and collegiate athletics. If you have questions, we recommend you contact your basketball coach or athletic director. The 2009 3 on 3 Challenge complies with UIL and NCAA regulations by awarding non-cash prizes.
5. Teams are guaranteed a minimum of three games, unless the withdrawal of another team forces your team to receive a bye. The first team to reach 16 points, with at least a two-point lead will be declared the winner; OR, any team that is ahead after 30 minutes, wins. In the case of a tie, the teams will play a sudden-death overtime, with the team scoring first declared the winner. A coin-flip will determine the first possession. Championship games in each division will have no time limit with the winner being the first team scoring 21 points and leading by 2 or more. The 10 & Under and 12 & Under divisions will abide by the regular time limit.
6. Team captains will receive notification indicating that registration has been received. Team captains are responsible for notifying the Kids, Incorporated office as it pertains to any change in address following the submission of the team's entry. In the case of an address change, please contact Kids, Incorporated at 806/376-5936 or via email at info@kidsinc.org.

7. Kids, Incorporated reserves the right to limit the number of teams. Early registration is encouraged.
8. No roster changes are allowed after your first game! All roster changes must be requested using a player replacement form. The new player may not have more playing experience or be taller than the original player due to seeding. We reserve the right to reject any player substitutions and to disqualify a player and/or team for use of non-roster players, unauthorized substitutions, submission of false information, and/or bad sportsmanship.
9. The 2009 3 on 3 Challenge enforces a “zero tolerance” policy as it relates to fighting and physical violence. Teams involved in fighting of any kind will be disqualified from the tournament and removed from the premises. Uniformed officers will be on site during the event to assist Kids, Incorporated in providing a wholesome and entertaining event for the City of Amarillo and surrounding region.
10. Players will receive an official 2009 3 on 3 Challenge t-shirt. Prizes will be awarded to the 1st and 2nd place winners in each division.
11. A referee will be provided for each game. Each team will be given 7 team fouls. Upon the 7th foul, the fouled player will shoot free throws. One free throw will be awarded for fouls occurring inside the two-point line. Two free throws will be awarded for shooting fouls occurring outside the two-point line. The non-shooting team will automatically receive the ball at the top of the key after each free throw attempt regardless of the outcome of the free throw attempt.
12. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. The foul is counted on the scoresheet as a team foul. If the basket is missed, one free-throw will be shot.
13. Flagrant or continuous misconduct may result in the dismissal of the offending player. If the referee rules a foul was flagrant, the player fouled will shoot one free throw and retain possession. Two flagrant fouls will result in the automatic ejection from the game.
14. The referee will sign the score sheet upon completion of each game.
15. Each team will be allowed two 45-second timeouts. During a timeout, the game clock continues to run except in the final three minutes of play.
16. Dunking will not be allowed.
17. In the event of electronic malfunction or unforeseen circumstances, games may be shortened or postponed. Announcements will be made at the event and through cooperation of the local media.

18. All players must sign in before the start of the game.
19. Substitution is permitted when the ball is not in play and is unlimited.
20. The ball will change possession after all made baskets and must be taken back to behind the two-point line. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. It is not a violation unless a shot is attempted prior to taking the ball behind the two-point line.
21. In any dead-ball situation, the ball must be checked by an opposing player and must be passed to a teammate to begin play.
22. After all fouls, until the 7th, or if the ball is out-of-bounds, the ball will be taken out above the two-point arc.
23. A shot made outside the designated arc will count as two points. Both of the shooter's feet must be clearly and completely behind the two-point line for the basket to count as more than one point. The referee will have the final say if there is any question.
24. In the Championship Game of a 16 team division, if the team from the "loser's bracket" defeats the winner's bracket team (which will be the first loss for the winner's bracket team), there will be a 10-minute rest period and the teams will play again for the championship. This is not true for round-robin play, where the Championship game is a single game.
25. Teams will be seeded according to the information provided for each individual on the entry form. Kids, Incorporated will make every effort to place teams into divisions with similar players. However in some instances, there may be slight differences in playing ability, age and size.
26. Before games, both teams will warm up for two to three minutes. A five minute forfeit allowance will be enforced. The Court Supervisor will have the final decision.
27. The team captain is expected to represent his/her team. If there is a dispute which needs to be resolved, a Court Supervisor will come to your court to handle the situation. Do not protest your game to the Master Scoreboard. The referee's or court supervisor's decision is final for the purpose of that game. Once play resumes after a disagreement, the problem is considered a dead issue. During any protest, time on the game clock continues to run, except for the last three minutes.
28. Jump balls go to the defense.
29. Teams are advised to communicate regularly with the Master Scoreboard to determine schedules, game times, court location, and other information related to tournament play.

Pool Play Tie-Breaker System

At the conclusion of pool play, the following tie-breaker system will be used to determine teams advancing to bracket play. When necessary, this same tie-breaker system will determine seeding for bracket play as well.

Two Teams

- Head-to-head winner during pool play

Three Teams

- Head-to-head result from pool play amongst the teams involved in the tie.
- If there are no forfeits involved in the games played amongst the teams involved in the tie, we will use a point differential from the head-to-head games played amongst those involved in the tie. First, we will add together all points scored by your team during head-to-head play. Then, we will subtract the points your team allowed in each of these games to determine a total. This number could be positive or negative. The team(s) with the highest total will advance.
- If a forfeit is involved in this scenario, a coin toss will be used to finalize the situation.(odd man out when three or more teams are involved, heads or tails when two teams are involved)