

3 Point Contest Information

Price: \$10 per round

Age Divisions: 0-12 years, 13-16 years, 17 and up

1. Each shooter will have 60 seconds to shoot five balls from five racks positioned around the 3-point line. One rack will be stationed at the top of the key, one will be on each wing, and one will be in each corner. **Each shooter may begin at either corner of the court.** The designated shooting spots along the 3-point arc will be marked with yellow poly spots. The shooter will stand behind the yellow poly spot when shooting.
 1. *Participants may shoot multiple times to obtain the best score.*
2. The clock will start on the shooter's first release.
3. The first four balls on each rack are worth one point, and the fifth ball on each rack is worth two points (color \$ balls). A shooter must have both feet behind the 3-point line when he/she releases the ball.
4. A shooter's total score is determined by adding the total points he/she receives for all made baskets from behind the 3-point line.
5. **Tie-Breaker** - When determining the champion, the following tie-breaking procedure will be followed: The first tiebreaker will be the number of money balls each shooter hit in his/her round. If a tie still exists, the second tiebreaker will be the number of baskets made from the last rack. If a tie still exists, proceed backward through the number of racks until the tie is broken.
6. **Top score from each age division wins a trophy**

Regular basketballs – worth 1 point

Color Basketball – money balls worth 5 points

Registration-

Pre-registration –

- Takes place Monday-Friday online before the tournament on www.thecommunityhouse.org
- If players are preregistered, check-in with the 3 point contest team outside of The Community House gym (court 19)
- Give Check-in table your name and wait for your turn

Day of Registrations –

- Pay with cash or send to the front desk for credit card registration. The front desk will give a ticket for anyone registered with a credit card day of.
- Bring the ticket to check-in table and wait for your turn

