



## Jimmerosity Jam 3ON3 Tournament Rules

Each player is expected to read and understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the Provo Recreation staff.

Each team must have registered their team by Sunday, June 9, 2019.

Rosters must be completed prior to the start of a team's first game. No changes to the roster can be made once the event has started. A player is allowed to participate for only one team during the event.

Each team must designate a team captain. The team captain will represent his/her team as a spokesperson at all times.

All games must start with three players on each team. If a team has less than three players that team will be penalized one point per minute after the designated start time up to 5 points. **Game is forfeited after 5 minutes.**

A **coin flip** prior to the start of the game will determine which team has the initial possession. The ball must be checked by an opposing player and then **thrown in** from the top of the key.

First Violation: Warning

Second Violation: Change of possession

After the game, the scorekeepers will report the scores to the gym supervisor to be entered on QuickScores. The gym supervisor has the official schedule for the tournament. After each game, each team can check QuickScores.com/provo or with the gym supervisor for future scheduling and information.

### GAME PLAY

**Ball Size:** 9 & under divisions will play with a regulation women's size ball (28.5"). All other divisions will play with a regulation men's size ball (29.5"). A basketball will be provided by the official; however, an alternate ball may be used so long as the official and both teams agree to the use of that ball.

**Length of Game:** First team to score 13 points, by ones, or 20 minutes. If any game is played on half court: first team to score 13, by ones and twos, or 20 minutes. Game lengths are subject to change. The ball changes possession after each scored basket. No make it and take it.

**Overtime:** If the score is tied at the end of 20 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 3 points in the overtime period.

**Stalling:** No stalling is allowed. A 30 second shot clock may be instituted at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

**Jump Balls:** All jump balls become the possession of the defensive team.

**Time Outs:** Each team is allowed one 60 second time out per game. The game clock does not stop during any time-outs. No time-outs permitted in the last three minutes of the game.

**Taking it Back:** When in play, the ball must be 'taken back' on each change of possession. **'Taking it Back' means both feet must be behind blue stripe.** Failure to 'take it back' is a violation.

First Violation: Warning

Second Violation: Change of possession

**Throw In/Resuming Play:** The ball must be checked by an opposing player and then thrown in from the top of the key.

First Violation: Warning

Second Violation: Change of possession

**Three Seconds:** An offensive player cannot remain in the key for three seconds. The three second count resets when the player leaves the key and reenters.

First Violation: Warning

Second Violation: Change of possession

**Scoring:** Baskets made count as one point for all shots through pool play and the early rounds of bracket play. If any game is played on half court: first team to score 13, by ones and twos, or 20 minutes. One point if made inside the arc and two points if both feet are behind the arc.

**Free Throws:** Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was **not made**. All free throws are dead balls regardless of whether the free throws were made. The opposing team checks the ball from the top of the key. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the shooter. All other players will remain behind the 2 point line while the free throws are attempted.

**Fouls:** If the basket is good when a foul has been called, the basket counts and the defending team receives the ball. No free throws will be awarded.

**Officials:** One official will be provided for each game. In the event that officials cannot be secured, fouls must be called by the defense. No personal fouls will be recorded. A volunteer or a representative from each team will record the team fouls, there will be no individual fouls recorded. **On the eighth foul a team will be in the bonus and one free throw will be awarded.**

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by Provo Recreation staff.

**Disputes:** Any questions or disputes will be discussed only with the team captain. Disputes must be resolved prior to game completion.