

Wrightstown Full-Court Club

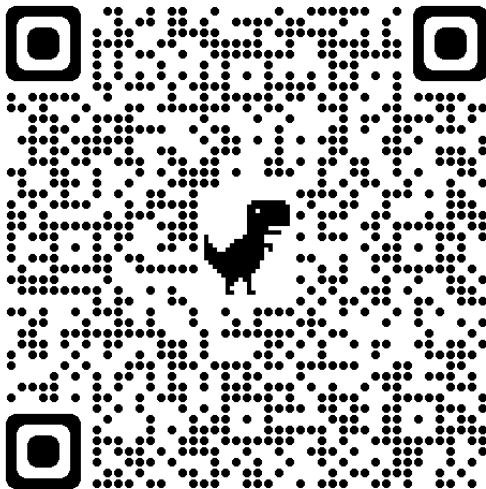


3-on-3 One-Day Tournament

Boys and Girls 2nd through 8th Grade
April 30 & May 1 2022

- Each team will play on ONE DAY and is guaranteed 3 games with some teams possibly playing more games
- All games played at Wrightstown High School

REGISTER:



Saturday, April 30, 2022

Boys 2, 3 and 4

Girls 2, 3, 4, and 5

Sunday, May 1, 2022

Boys 5, 6, 7, and 8

Girls 6, 7, and 8



- **Register** via the QR code before April 17, 2022. Register also using this link.

<https://forms.gle/jL4u71ux3RgbsUL6>

- After submitting the form, please mail your \$80 entry fee made payable to Wrightstown Full-Court Club to:

Mike Froehlke
6697 Ridge Royale Drive
Greenleaf WI 54126

Concessions are available: Please support our program and do not bring Carry-In items

Tournament brackets will be emailed to the team captain prior to the tournament. Teams will play in the division of their oldest player. No substitutes, unless approved in advance by the tournament directors. Only four players per team are allowed.

Questions? Email Coach Froehlke at tigergirlsbasketball@gmail.com or call 920-265-7264

3 on 3 Tournament Rules:

1. **Team Roster:** Only the four players listed on the team roster will be allowed to play.
2. **Basketballs:** Teams will provide their own warm-up balls. Game balls will be provided.
3. All games will be officiated by one referee. A scorekeeper/clock attendant will be provided. The referee has the final decision on all disputes. Teams will not be able to call any timeouts at any time during the game.
4. **Game Length:** There will be one clock for all courts. Twenty-minute games or 21 points. The clock will stop with ten minutes left and again when five minutes remain in the game. These two time-outs will each be one minute and thirty seconds in length and result in alternating possession after each time-out.
5. **Overtime:** In case of a tie, **all** members from each team will shoot one free throw. All members of one team shoot their free throws. Then the second team members **all** shoot. Team with possession arrow shoots first. Repeat the complete process until the tie is broken alternating the team that shoots first. The team that wins will receive 1 additional team point. If any team only has 3 players, they are at a disadvantage.
6. **Pool tie breakers:**
 - 1st Fewest overall losses for 1st three games
 - 2nd Head to Head (if only two teams tie)
 - 3rd Defensive points allowed for 1st three games (Forfeits result in a 21-0 score)
 - 4th Offensive points scored for 1st three games (Forfeits result in a 21-0 score)
 - 5th Coin flip
7. **Scoring:** Field goals made inside of the 3-pt line and free throws will count as 1 point and all field goals made outside the 3-pt line will count as 2 points.
8. **First Possession:** Winner of the pre-game coin flip takes first possession.
9. Substitutions are to be made on dead ball situations only.
10. Three seconds in the lane will be called.
11. On every **possession change** including a made basket, jump ball, ball out-of-bounds, or violation, the ball must be **checked in by the defense at the top of the 3 pt line**. There will be **alternating possession on jump balls**. The ball remains live when the defense gains possession on a defensive rebound or steal of the basketball and the defensive team must have a player with the ball and **ONE** foot anywhere beyond the 3 pt line before they become an offensive player. There are **no free take backs**. If the defensive team gets a defensive rebound and loses the ball before the ball is taken back behind the 3 pt line, the ball does **NOT** have to be taken back behind 3-pt line since it already has been taken back by the original offensive team that has the ball.
12. As soon as the ball touches the offensive player it is a live ball that can be passed, dribbled, or shot.
13. **Fouls:** To encourage good clean play, the following rules will be in effect:
 - 0-6 Team Fouls:** All fouls are non-shooting; ball possession goes to the non-offending team.
 - 7-9 Team Fouls:** All fouls will result in one (1) free throw attempt for the non-offending team (Free throw line will be moved up for grades 2-4). If free throw is good, 1 point is awarded and ball possession goes to non-shooting team. If free throw is missed, ball possession goes to the team that was shooting the free throw. **All** shooting fouls beyond 3 pt line result in 2 free throws and the non-shooting team gains possession regardless of outcome of free throws.
 - 10 or more Team Fouls:** All fouls result in two (2) free throws or three (3) free throws if shooting foul beyond the 3 pt line. Ball possession is awarded to the non-shooting team regardless of outcome of free throws. Free throws can be attempted after the buzzer sounds at the end of any period if foul occurs before the buzzer.
 - Defensive fouls with made basket:** The team that scores will get the point for the basket while the defensive team will be assessed a team foul and get possession of the ball. An additional free throw attempt will only be granted when a defensive foul on a made basket creates 10 or more team fouls for the defensive team.
 - Flagrant/Technical Fouls:** All flagrant/technical fouls will result in 1 point being awarded and possession to the non-offending team regardless of the number of team fouls at the time of flagrant/technical foul.
 - Two flagrant/technical fouls on the same player or coach will result in immediate player disqualification from the tournament.**
14. **Stalling:** No stalling allowed. If the referee determines the offense is stalling, they will be giving a 10 second countdown to shoot. A stalling violation against the offense will result in the ball possession being given to the defensive team if a shot is not taken during a 10 second countdown. Deliberate ball check-in stalling at the end-of-quarters will result in **two** free throw attempts for the non-offending team.