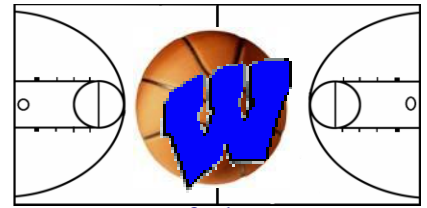


[www.wfcchoops.com](http://www.wfcchoops.com)



**RIGHTSTOWN  
FULL-COURT  
CLUB**



[www.wfcchoops.com](http://www.wfcchoops.com)

# **3 on 3 Tournament**

**Saturday and Sunday  
April 18<sup>th</sup> and 19<sup>th</sup>**

**Wrightstown High School  
And Middle School**

***Boys and Girls 2<sup>nd</sup> through 8<sup>th</sup> Grade***

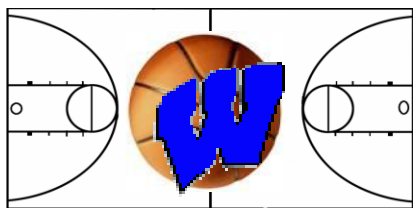
**Application Deadline: Wednesday, April 8<sup>th</sup>, 2009**

**Entry Fee: \$65.00/Team**

**Make Checks Payable to: Wrightstown Full-Court Club**

**Concessions will be available – NO CARRY IN'S**

Tournament brackets will be **emailed** or sent to the team captain prior to the tourney. **Teams will play in the division of the oldest player.** No substitutes, unless approved in advanced by tournament directors.



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# RIGHTSTOWN FULL-COURT CLUB



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## Team Application Form

Team Name \_\_\_\_\_

Circle One: Boys or Girls

*Player #1 (Captain)*

Name: \_\_\_\_\_ Grade \_\_\_\_\_ Age \_\_\_\_\_ Phone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

**Email Address:** \_\_\_\_\_

*Player #2*

Name: \_\_\_\_\_ Grade \_\_\_\_\_ Age \_\_\_\_\_ Phone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

*Player #3*

Name: \_\_\_\_\_ Grade \_\_\_\_\_ Age \_\_\_\_\_ Phone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

*Player #4*

Name: \_\_\_\_\_ Grade \_\_\_\_\_ Age \_\_\_\_\_ Phone: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

**Waiver or Release: The Wrightstown Full-Court Club, the Wrightstown School District, management of this tournament or any official shall not be held responsible for personal injury of any player or loss of team or individual property during this tournament.**

Mail this completed form (Entry deadline is April 8<sup>th</sup>, 2009) along with a **check for \$65** made out to:

**Wrightstown Full-Court Club  
Jim and Kathy Hansen  
30 Golden Wheat Lane  
Wrightstown, WI 54180  
(920) 532-0088**



[www.wfcchoops.com](http://www.wfcchoops.com)



# RIGHTSTOWN FULL-COURT CLUB



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## 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 to be officiated by one referee. A scorekeeper/clock attendant will be provided. The referee has the final decision on all disputes.
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. **Tie Breakers:** If a game is tied after twenty-minutes, one player from each team will shoot two free throws to determine a winner. If still tied, another different player from each team would shoot two free throws and etc. until the tie no longer exists.

### Pool tie breakers:

1<sup>st</sup> Fewest overall losses

2<sup>nd</sup> Head to Head (if only two teams)

3<sup>rd</sup> Defensive points allowed for 1<sup>st</sup> three games

4<sup>th</sup> Offensive points allowed for 1<sup>st</sup> three games

5<sup>th</sup> Coin flip

6. **Scoring:** For grades 2<sup>nd</sup> through 4<sup>th</sup>, all field goals and free throws will count as 1 point. For grades 5<sup>th</sup> through 8<sup>th</sup>, field goals made inside of 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.
7. **First Possession:** Winner of pre-game coin flip takes first possession.
8. Substitutions are to be made on dead ball situations only.
9. Three seconds in the lane will be called.
10. On every **possession change** including a made basket, jump ball, ball out-of-bounds or violation, the ball must be **checked in appropriately by the defense at the top of the three-point line**. There will be **alternating possession on jump balls**. The ball remains live when the defense gains possession on a defensive rebound or steal the basketball and the defensive team must have a player with the ball and ONE foot anywhere beyond the three-point line before they become an offensive player.
11. As soon as the ball touches the offensive player it is a live ball that can be passed, dribbled or shot.
12. **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 non-offending team.

**7-9 Team Fouls:** All fouls will result in one (1) free throw attempt for the non-offending team. 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. **For grades 5<sup>th</sup> through 8<sup>th</sup>,** 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 beyond the 3 pt line for grades 5<sup>th</sup> through 8<sup>th</sup>. Ball possession is awarded to the non-shooting team regardless of outcome of free throws.

**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 will result in immediate player disqualification from the tournament.**

13. The referee will remove any player who is fouling excessively, without warning.
14. **Stalling:** No stalling allowed. If referee determines that stalling is occurring, the offense will be warned and the offense MUST shoot within 10 seconds. If after 10 seconds no shot is taken, a stalling violation against the offenses will result in the ball possession being given to the defensive team.