

1st Annual
Menasha BlueJay
Boys Hoops Club
3-on-3 Basketball Tournament
(All Games Played at Menasha High School)

WIAA rules apply unless noted below

1. Only the four players on the application will be allowed to play. No substitutions after day of registration at Menasha High School. You may substitute players prior to 1st day of tournament or only with tournament director's permission.
2. You are guaranteed three (3) scheduled games. Always check brackets carefully for time and location of your next game.
3. For everyone's safety no balls of any sort are to be brought into any gym. Balls will be provided for use and warm-ups. Please cooperate for everyone's safety.
4. All games will be officiated by one (1) WIAA certified referee.
5. All disputes will be decided by referee or Tournament Director without appeal.
6. Be at scorer's table 10 minutes early. If 10 minutes late, that game will be forfeited.
7. Five minute warm-up time will be allowed between games, subject to change, to remain on schedule.
8. Only players in upcoming game will be allowed to warm up.
9. Each game will be twenty minutes in length with two one-minute timeouts per team.
10. First possession will be determined by flip of coin.
11. All games for boy's grades 1st – 6th will be played to 15 points or to time limit.
12. Boy's grades 7th – 10th and men's divisions will be played to 21 points or to time limit.
13. All games will be 20 minutes in length. The team that reaches maximum points or is ahead at the 20 minutes time limit is the winner of that game. Clock will stop for timeouts and injuries only. Foul shots awarded as time runs out will be allowed if they could determine or change the outcome.
14. In 1st through 6th grade boys, 28.5" (girl's) size ball will be used.

15. A 12-foot free throw line will be used through 4th grade.

16. All field goals inside the 3-point arc will count one (1) point, outside the arc two (2) points.

17. The ball must be brought back outside the 3-point line on every possession change, made basket, jump ball, defensive rebound, steal, violation, or lost ball, no matter where the ball goes out of bounds.

Both feet must touch outside the arc. If both feet do not touch outside the arc and the ball is advanced toward the basket it is considered a violation and will result in a turnover.

18. Ball must be checked to the defense each time before being put in play. When ball is checked back to the offense, by the defense, outside the 3-point arc. The instant it touches the offensive player's hands it is a live ball and can be passed, dribbled or shot. Ball should be checked and returned politely.

19. Personal fouls: no free throws are to be shot until a team has committed 7 fouls. Personal fouls before the 7th team foul will result in possession of the ball, and the basket (if made) when fouled in the act of shooting. Only possession is awarded when fouled not in the act of shooting before the 7th team foul occurs. Upon and after the 7th foul, if a player is fouled in the act of shooting and scores, he/she is awarded the basket, one free throw and not possession.

All other foul occurrences while in the bonus will result in one free throw, unless fouled while shooting outside the arc, which would merit the shooter 2 free throws, if shot were missed, and not possession. If fouled on any successful 2-point attempt outside the arc while in the bonus (7th foul and after), the shooter is awarded 1 free throw and the defense gets the ball. These rules are designed to penalize and discourage rough play. Keep it clean. Ball always goes to the non-shooting team after free throws are shot. No need to line up for rebounds - just clear the lane for the shooter.

20. No stalling will be allowed. If at any time during the game, the referee determines stalling tactics are being used, he will warn the offensive team and they will have 10 seconds to shoot the ball. If no shot is taken, it will result in a turnover. Please try to beat your opponent by reaching your 15 or 21 point maximum and the stalling rule will not have to be used. A second stalling call will result in a technical foul.

21. Overtime: in the case of a tie, all members from each team will each shoot one free throw. All members of one team shoot their free throws. Then the second team members all shoot. Repeat complete process until tie is broken. If any team only has 3 players, they are at a disadvantage.

22. We will have a court marshal bring the score sheets to the bracket area. Both teams should visit the bracket area after every game to be sure of their next game time and location.

23. Destruction of property by a member or team shall disqualify that team.

24. All student teams through 8th grade must be accompanied by a responsible adult (18 years old or older).

25. Technical fouls: poor sportsmanship and/or rough play will absolutely not be tolerated. A technical foul will result in one point awarded, a team foul, and possession to the offended team.

26. No dunking in warm-ups. Save it for the games! Technical fouls will be assessed. Your co-operation and good sportsmanship are keys to a successful tournament.