

2023 "13th Annual Winter League 3V3"

TOURNAMENT OVERVIEW

Revised 1-22-2023

- Age Group Commissioner, "AGC", will host tournament post brackets inside the gym.
- AGC will act as tournament Director.
- AGC must approve all team rosters 1 week prior to start of tournament, and may adjust them as needed in the best interest of the tournament.
- **"A" rated players MAY NOT participate in the "B" bracket. Absolutely NO Exceptions!**
- Play is 3 versus 3, with maximum team roster size of 6.
- Players must wear their issued Winter League jersey unless teams are mixed.
- Only registered Winter League players from that age group may participate.
- Each player should play a minimum of ½ of each game based on the honor system. There is no maximum playing time limit, and this is not tracked.
- Tournament is Pool Play with a 3 or 4 game Pool, followed by semis and finals.
- **NFHS/PIAA** basketball rules apply unless otherwise noted, including 3, 5, and 10 second violations.
- **ALL DEFENSIVE RESTRICTIONS ARE OFF including double teaming, back court defense, pressing, etc.**
- **GAME** is a single period with NO half time.
- **GAME LENGTH** 8 minutes in length.
- **GAME TIMES** games begin on the ¼, ½ and full hours only.
- **RUNNING CLOCK** except last 30 seconds where it stops on all whistles, as well during timeouts.
- **TIMEOUTS** each team has 1-30 second time per game, and none during OT, TO's carry over in OT.
- **JUMP BALL**, to begin and then alternating possession.
- **UNIFORMS** Every effort should be made to wear your correct team jersey.
- **LINES** referees will announce & confirm all boundary lines i.e., 3-point lines, timelines etc.
- **BACK COURT** Shady Side MS (yellow line is the timeline).
- **3 POINTERS** will be counted where lines are clearly marked, or if shot from the top of the circle.
- **SUBSTITUTIONS** may occur on any whistles, with referee permission. Players should run on and off the court quickly as clock does not stop. Referees should allow all substitutions unless teams are stalling.
- **BEHAVIOR** Referees will enforce behavior rules and may eject players, coaches, or spectators at their discretion for the balance of the game, or tournament if necessary.
- **OVERTIME** 1 minute in length and is not sudden victory.
- **2nd OT** if still tied after 1st OT, is sudden victory, 1st to score wins. After 2nd OT, games end in a tie.
- **OT in Semi's and Finals** - no sudden victory. Continue OT until there is a winner.

GAME FORMAT Full Court Side to Side

FOUL TRACKING, BONUS - PLAYERS DO NOT FOUL OUT!

- **NO FOUL OUT** Team Fouls Tracked ONLY.
- **TEAM FOULS / BONUS FOUL SHOT SYSTEM**
 - A. 8 min game (Single Bonus @ 4 team fouls) & (Xtra Bonus "1 shot & ball" @ 8 team fouls)

FOUL SHOOTING METHOD

FOUL ON 2 PT. ATTEMPT – Single Foul Shot worth 2 pts

FOUL ON 3 PT. ATTEMPT - 1st shot worth 3 pts

TEAMS IN BONUS: 1 shot worth 2 pts

XTRA Bonus – 1 shot worth 2 Pts, plus the ball, at the timeline.