

## TEAMS

### LUAKERA LAKERS

Anurag Lakra  
Aswin Panna  
Ricky Derik  
Ashish Tirkey

### MAMBAS

Ishan Chatterjee  
Ankoor tigga  
Komal Kandulna  
Pramit Kumar Baskey

### CEREAL KILLERS

Abinash Ekka  
Sudeep Soreng  
Sahil Kumar Ekka  
Kaushik Iyaan Kiro

### NT 4

Peter Toppo  
Abhisek Tirkey  
Neelesh kujur  
Ashim Bilung

### COUGARS

Aswini Vinay  
Aman Toppo  
Fredric Xavier Lakra  
Prajwal Deep

### TRIPLE THREAT

Manoj Soreng  
Shubham Singh  
Ashit minj  
Akash Tirkey

### PETRA KINGS

Nikhil Joseph  
Rohit calixto  
HemalayKisan  
Franklin Lakra

## SCHEDULED MATCHES

### 4<sup>th</sup> Evening

LUAKERA LAKERS vs MAMBAS  
CEREAL KILLERS vs PETRA KINGS  
NT 4 vs COUGARS  
TRIPLE THREAT vs LUAKERA LAKERS  
MAMBAS vs PETRA KINGS  
CEREAL KILLERS vs NT 4  
COUGARS vs TRIPLE THREAT  
LUAKERA LAKERS vs PETRA KINGS  
MAMBAS vs CEREAL KILLERS

### 5<sup>th</sup> Morning

TRIPLE THREAT vs NT 4  
CEREAL KILLERS vs COUGARS  
MAMBAS vs TRIPLE THREAT  
PETRA KINGS vs NT 4  
LUAKERA LAKERS vs CEREAL KILLERS  
MAMBAS vs COUGARS

### 5<sup>th</sup> Evening

LUAKERA LAKERS vs NT 4  
PETRA KINGS vs COUGARS  
CEREAL KILLERS vs TRIPLE THREAT  
MAMBAS vs NT 4  
PETRA KINGS vs TRIPLE THREAT  
LUAKERA LAKERS vs COUGARS

### 6<sup>th</sup> Evening

Semifinals 1  
Semifinals 2  
3<sup>rd</sup> Place  
Finals

Apart from the players every follower of pauline hooper is welcomed to volunteer for assistance in other jobs like referee, photography, videography and scoring table.

## NOTES

1- Until the physical conditions permit no delay should be practiced during the tournament.

## Sheet1

- 2- All teams should bring their own kits.
- 3-All the players of the particular team must be present.
- 4-No further updates on team will be appreciated.
- 5-Top four teams will qualify for playoffs.
- 6-There will also be match for 3<sup>rd</sup> place.
- 7- The points for every team will be given as follows **WIN-->1 LOOSE-->0.**
- 8- In case of draw a **2 min** overtime will be played.
- 9- Rolling substitution will be practiced.

**A copy of rules is attached below**



### 3x3 Rules of the Game

<b>Court and Ball</b>	A regular 3x3 court playing surface is 15m (width) x 11m (length) The official 3x3 ball shall be used in all categories
<b>Team roster</b>	4 players 3 + 1 substitute  <b>Note:</b> game must start with 3 (three) players in FIBA 3x3 Official Competitions
<b>Referee(s)</b>	1 or 2
<b>Time/Score keeper(s)</b>	Up to 2
<b>Time-outs</b>	1 per team and 2 TV-time outs, if any, at first dead ball after 6:59 and 3:59 dead ball, 30 seconds
<b>Initial possession</b>	Coin flip  <b>Note:</b> the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime
<b>Scoring</b>	1 point and 2 points, if scored behind the arc
<b>Game duration &amp; Score limit</b>	1 x 10 minutes, playing time Score limit: 21 points. Applies to regular playing time only  <b>Note:</b> if a game clock is not available, running time length and sudden death score is at organizer's discretion. FIBA recommends setting score limit in line with the game duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points)
<b>Overtime</b>	First team to score two (2) points wins the game
<b>Shot clock</b>	12 seconds  <b>Note:</b> if a shotclock device is not available, referee to warn and count down the 5 last seconds
<b>Free throw(s) following a shooting foul</b>	1 free throw 2 free throws, if foul committed behind the arc
<b>Foul limit per team</b>	6 team fouls

## Sheet1

Penalty for team fouls 7, 8 and 9	2 free throws
Penalty for team fouls 10 and more	2 free throws + ball possession
Possession following a successful goal	<p>Defense possession</p> <p>Right underneath the hoop</p> <p>Ball to be dribbled or passed to a player behind the arc</p> <p>Defensive team not allowed to play for the ball inside the "no-charge semi-circle" area underneath the basket</p>
...following a dead ball	Check ball exchange behind the arc (at the top)
...following a defensive rebound or steal	Ball to be dribbled/passed behind the arc
...following a jumpball situation	Defense possession
Substitutions	<p>In dead ball situations, prior to the check ball</p> <p>The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him behind the end line opposite the basket. Substitutions require no action from the referees or table officials</p>

### Notes:

*\*A player is considered to be "behind the arc" if neither of his feet are inside nor step the arc*

*\*\*Official FIBA Basketball Rules apply for all game situations not specifically mentioned above*

*\*\*\*Refer to 3x3 Rules of the Game text version for standings, default, forfeits, protests and disqualification*

©FIBA, January 2015