

3-on-3 Basketball Tournament

DIVISIONS*

Elementary School		Middle School		High School		Post High School	
<input type="checkbox"/>	4th & 5th Grade Girls	<input type="checkbox"/>	6th & 7th Grade Girls	<input type="checkbox"/>	9 th & 10 th Grade Boys	<input type="checkbox"/>	"Varsity" Division
<input type="checkbox"/>	4 th Grade Boys	<input type="checkbox"/>	6 th Grade Boys	<input type="checkbox"/>	High School Boys Open Division-11 th & 12 th Gr.	<input type="checkbox"/>	"Intramural" Division
<input type="checkbox"/>		<input type="checkbox"/>	7 th Grade Boys	<input type="checkbox"/>	9 th & 10 th Grade Girls	<input type="checkbox"/>	35 and Over
<input type="checkbox"/>	5 th Grade Boys	<input type="checkbox"/>		<input type="checkbox"/>	High School Girls Open Division- 11 th & 12 th Gr.	<input type="checkbox"/>	45 and over
		<input type="checkbox"/>	8 th Grade Girls				
		<input type="checkbox"/>	8 th Grade Boys				

All players can only play in their current level gender division. No "playing up" or "Down"...*no mixed teams

TEAM ROSTER: Minimum 3 to Maximum 5 Players

*mixed teams allowed for 4th & 5th, 6th & 7th Grade Girls, 9th & 10th, 11th & 12th Grade Girls and Boys

Do you consider yourself an **A-TEAM** or **B-TEAM** (CIRCLE ONE PLEASE!)

TEAM NAME: _____

TEAM E-Mail: _____ ****REQUIRED**

• Please print (in black ink) names and specify T-shirt size as follows: **Adult Sizes - S, M, L, XL, XXL**

1. Player Name: _____ Phone No.: _____ **T-Shirt size:** _____
 Address: _____ City: _____ Zip Code: _____
2. Player Name: _____ Phone No.: _____ **T-Shirt size:** _____
 Address: _____ City: _____ Zip Code: _____
3. Player Name: _____ Phone No.: _____ **T-Shirt size:** _____
 Address: _____ City: _____ Zip Code: _____
4. Player Name: _____ Phone No.: _____ **T-Shirt size:** _____
 Address: _____ City: _____ Zip Code: _____
5. Player Name: _____ Phone No.: _____ **T-Shirt size:** _____
 Address: _____ City: _____ Zip Code: _____

Contact person: _____ *(Person to receive information by e-mail and to be responsible to communicate with all team members game time information and rules and regulations)*

Address: _____ City: _____ State: _____ Zip: _____

Phone #: _____ ****Verify E-Mail address:** _____ ****REQUIRED** (Type or print legibly)

Make checks payable to: **Glenbard South Booster Club**

NO REGISTRATION ACCEPTED AFTER Wednesday March 7th.

Mail to: Christy Gary/ 3 on 3 Basketball **Questions:** Call Christy Gary: Home # (630) 790-4721
 686 Buena Vista Dr. or cgray06@comcast.net
 Glen Ellyn, IL 60137

MARCH RAIDER MADNESS 3 ON 3 BASKETBALL TOURNAMENT WAIVER

Team Name: _____

Print Player Name: _____

Age: _____

Waiver in consideration of this entry, I hereby for myself, heirs, executors, and administrators, waive any and all claims I may have for damages against Glenbard South Boosters, Its agents, directors, officers, and all individuals associated with the event, their representatives, successors and assigns for any and all injuries suffered by me in connection with this event. If I am not 18 years old by the day of the event, consent has been given by a parent or guardian with their signature on this waiver form.

I HAVE CAREFULLY READ THIS AGREEMENT AND FULLY UNDERSTAND ITS CONTENTS. I AM AWARE THAT THIS AGREEMENT INCLUDES A WAIVER OF LIABILITY.

Signature of Participant

Date

IF PLAYER IS A MINOR:

Signature of Parent

Date

Print Name of Parent or Guardian: _____

GLENBARD SOUTH BOOSTER CLUB

3-ON-3 BASKETBALL TOURNAMENT

GENERAL RULES/REGULATIONS...

1. Each team may have a maximum of five (5) players on its roster and must be registered as a team by the predetermined entry deadline.
2. Player must be able to provide identification, **IF REQUESTED** by a tournament official. (Bring some type of picture identification or school ID card, or a copy of a birth certificate, or...something.)
3. A team or player will be dismissed and not permitted to participate for obvious discrepancy on the team application.
4. Eligibility problems will be enforced from the point of discovery. If an ineligible individual player or entire team is discovered It will be up to the discretion of the Tournament Director. It could result in as much as forfeit of all games that player played in or dismissal of entire team
5. No alcoholic beverages will be allowed for player or spectator consumption on site.
6. No smoking anywhere on school grounds.
7. Each team will be guaranteed to play at least three (3) games.
8. You are responsible for your own personal possessions. A lost and found box is located at the "Tournament Central" table.
9. Games will be played to fifteen (15) points (win by 2) or fifteen (15) minutes, whichever comes first.
10. All games may start and be completed with three (3) or two (2), but not one (1) player.
11. Only those teams scheduled to play will be allowed to occupy the court at the scheduled time.
12. Teams must be at their court at the scheduled time, even if games are "running behind" on the court; a two (2) minute forfeit time will be strictly enforced. All games will start at same time
13. Bring your own ball to warm-up. "Game ball" will be provided for the game.
14. Each team should wear the **same "color" shirt** (other than **Royal Blue**). You can use the Royal Blue T-shirt given to you at registration as the offset color if both teams have the same color shirts.
15. The team captain is the sole spokesperson for his/her team, only team captains may represent the team in the case of appeals or disagreements
- 16. SPECTATORS CANNOT COACH. SPECTATORS CANNOT CALL FOULS. NO COACHING ALLOWED.**
17. Awards will be given to members of the first and second place teams.

We expect cooperation from players and spectators.
Game Monitors are “volunteers” and total respect will be expected at all times!
Any questions, complaints, or comments should be taken up with the Tournament Officials.

SPECIFIC GAME RULES/REGULATIONS

1. STANDARD OUTDOOR BASKETBALL RULES ARE IN EFFECT. **NO REFEREES**
2. The Game Monitor will require players to remove jewelry or other equipment.
3. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
4. There will be no timeouts permitted during the game(s).
5. **Player substitution will be permitted during any dead-ball situation.**
6. No dunking is allowed (warm-ups or games).
7. The ball will change possession after scored baskets (i.e. no possession/no make it, take it).
8. A ball out-of-bounds will be taken out at the top of the key behind the take-back line.
9. Jump ball will go to the defense. If a jump ball is called by opposing players...possession will always go to the defense.
10. The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play.
11. Shots taken from behind the “take back” line, approximately 19’9”, will be awarded two (2) points for a successful attempt. The player shooting must have both feet behind the line when initiating the attempt. The Game Monitor will do his/her best to watch for “proper” 2-point attempts.
12. Any infraction of general basketball rules will result in loss of possession of ball.
13. Once play resumes after a disagreement or appeal, the decision is considered final. When the ball becomes live, no further appeals will be allowed on that incident.
14. The judgment decisions of the Game Monitor cannot be changed by higher authority, so no appeals on judgment calls will be accepted. Only questions concerning rule interpretation or eligibility are appealable.
15. All rules and regulations will be strictly enforced—continual misconduct and physically flagrant/intentional fouling by a participant will result in immediate dismissal from the game. In the judgment of the Tournament Officials, this individual player or entire team may be eliminated from further participation and future tournaments.
16. **All fouls and violations will be called by the participating players. NOT BY PARENTS OR SPECTATORS ON THE SIDELINES:**
 - A. In the case of a defensive foul, the offensive player fouled shall make the call.
 - B. In the case of an offensive foul, the defensive player fouled shall make the call.
 - C. If a double foul is called (offense calls foul on defense and defense calls foul on offense at the same time): count both fouls as team fouls and offense keeps the ball.
 - D. The player’s foul and violation calls are considered final. However, if necessary the Monitor can overrule call.
 - E. No appeals or discussions are permitted.
 - F. In case of a dispute or obvious mis-call, the Game Monitor may uphold or change the call at his/her discretion.
 - G. All non-shooting fouls will be played out-of-bounds at the top of the key behind the take-back line.

17. FREE THROWS

- A. All free throws are dead balls.
- B. All successful free throws are one point.
- C. Shooting fouls will be handled in the following manner:

For a one (1) point basket attempt:

- When the basket is made, count the foul as a team foul; possession goes to the defense (no free throw attempt).
- When the basket is missed...if the free throw is made, possession goes to the defensive team; if the free throw is missed, the offensive team retains possession.

For a two (2) point basket attempt:

- When the basket is made, count the foul as a team foul; possession goes to the defense (no free throw attempt).
- When the basket is missed, 2 free throws will be given. If both are missed, the offensive team gets the ball. If one or both are made, the defensive team gets the ball.

- D. Non-shooting fouls (on or after the 7th team foul) will be handled in the following manner:
 - If the free throw is made, possession goes to the defensive team.
 - If the free throw is missed, the offensive team retains possession.
- E. Technical fouls are at the discretion of the Game Monitor and results in a free throw given to the fouled team and possession of the ball.
- F. Flagrant/intentional fouls are not permitted by participants, and that team will be penalized by the Game Monitor. A technical foul shot (dead ball) will be awarded to the team fouled. The team captain selects the shooter for one shot from free throw distance following the call. The team fouled also receives the ball out-of-bounds following the free throw, whether the shot is good or not.

17. **Scoring/Playoff System:** (subject to change if teams in division change prior to tournament play starting).

- A. The number of teams qualifying for playoffs will depend on the number of teams in each division. (A handout will be provided to each player at the registration table on game day.)
- B. For all "Round Robin" games:
 - ◆ Winning team = 6 team points
 - ◆ If a tie = 3 points for both teams
 - ◆ Losing team = 0 team points
- C. For teams to qualify for the playoffs and seeding in the playoffs will be based on:
 - 1) Most team points accumulated per pool play record.
 - 2) Head to head competition in the same pool.
 - 3) Point differential (offense points minus defense points).
 - 4) If two teams are still tied:
 - a) Alternating Free Throws will be shot by each player on team, until a miss occurs. Each team gets equal chances at Free Throws.
- D. Tie breaker rules for playoff games:
 - 1) "Alternate possession playoff format".
 - 2) Team captains will flip a coin to determine offense or defense choice. It will remain this way for entire Alternate Possession Format.
 - 3) Maximum alternate possession attempts will be 5 times.
 - 4) If still tied after 5 attempts, free throw shooting similar to #4 above.