



The Rotary of South Whidbey 3 on 3 Basketball Classic

All proceeds go towards the construction of a new state of the art outdoor basketball court to be located at Castle Park on South Whidbey Island.
Rotary will match your entry donation dollar for dollar up to \$15,000.

July 23rd at South Whidbey High School
First tip off at 10am

Price Per Team: Ages 14 – 18 = \$80
 Ages 19 & Older = \$100
Make checks to: Rotary of South Whidbey
Mail to: Po Box 444, Freeland, WA 98249

Maximum of 4 players per team

Age Divisions: 40 & Older _____ 19 – 39 _____ 14 – 18 _____

Team Name: _____

Players: 1. _____ email: _____
 2. _____ email: _____
 3. _____ email: _____
 4. _____ email: _____

Team Captain: _____

**ALL ENTRY FORMS MUST BE TURNED IN BY JULY 22ND!!! YOU CAN
EMAIL TEAM INFORMATION IN AS WELL.**
**Brackets will be completed and teams notified of start times after all entry
forms are received.**

For more info on tournament or sponsorship: email: rotary3on3@gmail.com or
call 360-221-2431 or web WWW.ROTARY3ON3.COM

High School and College Athletes please consult your Athletic Director in regards to any effects to your eligibility

Rotary of South Whidbey 3 on 3 Basketball Tournament Rules

1. Each team must register at least three players on its roster on or before the date of the tournament. The fourth player is optional. Five players are not allowed. No additions, deletions and/or changes may be made after games have started.
2. Teams using players not officially registered or using falsified information on rosters will be automatically disqualified from the event. Team captains are responsible and will be held accountable for all information.
3. The format of the tournament will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division. The tournament director reserves the right to change the format based on external events.
4. The court official will be the official timekeeper/scorekeeper and will be responsible for mediating all disputes. The court official's interpretation of the rules is final.
5. Basketball officials will referee all games. All called shooting fouls, shall result in one free throw shot, except on a successful field goal, in which case the basket counts and no free throw shot is awarded. However, if a player is beyond the two-point arc and is in the act of shooting when fouled, two free throw shots will be awarded, except on a successful field goal, in which case the basket counts and no free throws are awarded.. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. After a made foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.
6. Physically or verbally threatening or abusing a court official is cause for immediate disqualification.
7. Arguing with referee's calls will result in a technical foul awarding the opposing team one free throw and possession for the first offense. The second offense will result in the disqualification of the entire team.
8. Players and/or teams may be removed from the game at the discretion of the court official for abusive behavior, flagrant fouls or rough play. Unruly parents and/or fans may also be removed from the area.
9. Teams must be at their court at the scheduled time. A three-minute forfeit time will be strictly enforced.
10. Each team must start the game with at least three players and finish with at least two players.
11. A coin flip at the start of the game will determine first possession.
12. All games are played to 15 points (win by 1) or 20 minutes (running clock), whichever comes first. The tournament director reserves the right to change the number of points and/or time limit due to external events.
13. If the game is tied after the 20 minutes have elapsed, then the game will be completed with a sudden death playoff. A coin flip will determine possession.
14. Player substitutions will be permitted on any dead ball situations.
15. The 3-point line represents the "take-back" line as well as the "two-point" line. Successful shots taken from inside the line will be worth 1 point, while baskets made from outside the line are worth 2 points. Again, both feet must be clearly behind the line (when the shot is attempted) for the shot to count as two points.
16. After a made basket or a dead ball situation, the ball must be checked by a defense player to an offensive player where the offensive player has both feet behind the take-back line. The offensive player must pass the ball in to start the action. The defensive player guarding the person checking in the ball must be inside the take-back line (i.e., he cannot be in the player's face guarding him before the ball is passed in).
17. On any change of possession, the offense must bring the ball past the take-back line before a shot can be attempted. Both feet must be completely behind the line. If a team forgets to take it back and makes a basket, the basket will not count, and the opposing team takes possession of the ball. If the shot misses, then the ball is live and both teams still need to take it back.
18. Change of possession means any defensive rebound (including an air-ball), a steal, a made basket or a made (or missed) free throw. This is not make-it, take-it..
22. If the court official rules that a foul was flagrant or meant to cause harm, the player fouled will shoot one free throw and that team will keep possession of the ball. The player called with a flagrant foul will get one warning. Any further flagrant fouls will result in immediate ejection from the game.
23. Any player(s) involved in fighting or continued misconduct will be disqualified from the tournament and will not be allowed to participate in future tournaments.
25. An unwritten 30-second shot clock is in effect at all times and may be enforced by the court official at his/her discretion. The shot must make contact with the rim of the basket for the shot clock to be restarted. A defensive foul also re-sets the shot clock.
26. There is an imaginary 3-second lane near/under the basket. There is no camping in this lane. "Camping" violations are at the discretion of the court official. The court official will give a warning. Subsequent infractions will result in loss of possession.
27. Jump balls always go to the defense. They do not go to the team that yells "first".
28. If a ball goes out of bounds and players and the court monitor cannot decide who gets possession of the ball, then a coin flip will decide possession.
29. The top of the backboard is out of bounds. The sides and bottom of the backboard are in bounds.
30. Shots that hit nothing (i.e., air-balls) which are rebounded by the shooter without anybody else touching the ball is considered traveling and results in a turnover.
31. The court monitor has the right to make a ruling on any issues that are not covered within these rules.