



BUCKETS FOR BOUNCE: A 3-ON-3 BASKETBALL TOURNAMENT TO BENEFIT BOUNCE CHILDREN'S FOUNDATION™

TOURNAMENT RULES

PLAYER INFORMATION & ELIGIBILITY

1. Who Can Play

The tournament is open to adult players, age 18 or over. A player may not participate on multiple teams within the tournament.

2. Number of Players

Each team must have a minimum of 3 players and may consist of a maximum of 4 players. A team shall have no more than 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may finish a game.

3. Player Injury

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, event organizers may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

4. Game Times

All printed schedules are effective through only the first game for all teams, subject to unusual circumstances outside the control of event organizers. Following the tournament's first game, each team is required to check the Master Scoreboard for all official schedules, times, courts, revisions and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. A forfeit will be scored 15-0.



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Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification, re-scheduling, or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

5. Divisions

All teams will be split into two divisions:

- *Competitive Division*: designed for seasoned basketball players who desire a robust and highly energetic game
- *Recreational Division*: designed for casual players who desire a less robust and energetic game

All players are strongly encouraged to consider their own fitness level, skill level, and interests in selecting a division.

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from beyond the 19-foot arc is worth 2 points. The player shooting must have both feet completely behind the arc when initiating the attempt.
3. The following scoring rules apply: the winning team must have at least 15 points win and by 2, up to a maximum of 20 points (example: 15-13, 18-16, 20-19).
4. The team leading at the end of the 15-minute time limit will be declared the winner.
5. If the game is tied after 15 minutes of play and no team has reached the required number of points to win the game, the game will be decided by free-throws. A coin flip will determine which team will shoot free throws first. Each team will choose three members of the team to shoot. Each player will shoot once, and teams will alternate shots. Whichever team makes the most of 3 free throws will be declared the winner. In the event, of a tie, sudden death free throws will be shot until one team is declared the winner.



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TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game.
2. Player substitution is permitted during any dead ball situation.

LIVE BALL/ DEAD BALL/POSSESSION

1. A coin toss prior to each game will determine which team gets the ball first.
2. All jump balls go to the defensive team.
3. The ball must be "taken back" to the 3-point line on the court on every change of possession. "Taking back" means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point scored and possession of the ball will go to the other team. After all successful shots, the ball must be checked by the defense and passed in by the offense. The check-in must occur behind the 3-point take back line. The ball must be passed to begin play.
4. A ball out-of-bounds will be taken out from the 3-point line.

FOULS

1. All Shooting fouls will be handled in the following manner:
 - When the basket is made:
 - Points are awarded to the offensive team.
 - Possession goes to the defensive team.
 - When the basket is missed:
 - Possession goes to the offensive team.
2. Non-shooting fouls will be handled in the following manner:
 - The offensive team retains possession, and the ball must be taken back before play resumes.
3. All players will be responsible for calling their own fouls.



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EQUIPMENT

1. The full-size ball will be used in all brackets.
2. The basket height will be 10 feet in all brackets.
3. Away team will have the option to wear mesh pinnies, to better identify each team member.
4. The basket structure and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides shall be considered in-bounds.
5. Jewelry (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.

MISCELLANEOUS

1. Unnecessary vulgarity or abusive conduct will not be tolerated. Good sportsmanship is expected. A Bounce Staff member or designated volunteer may assist at any time, including officiating games, terminating a game, and/or escorting the player or team from the premises.
2. ANY PLAYER EJECTED FROM A GAME WILL NOT BE ALLOWED TO PARTICIPATE IN THE DURATION OF THE TOURNAMENT.