

Official 3-on-3 Hoop to Give Hope Rules

1. Each team consists of a maximum of four players (three players and one substitute). Substitution is permitted when the ball is not in play and is unlimited.
2. Teams are advised to communicate regularly with the Master Scoreboard to determine schedules, game times, court location, and other information related to tournament play.
3. The 3-on-3 Challenge is not responsible for determining a player's eligibility as it pertains to the University Interscholastic League (UIL), the National Collegiate Athletic Association (NCAA) or any and all other governing bodies associated with high school and collegiate athletics. If you have questions, we recommend you contact your basketball coach or athletic director.
4. Each league will play four games in the morning to determine seedings for the single elimination tournament, which will be held after Lunch (there will be about an ½ hour lunch break). Seeding games will be played to 10 pts or whichever team is ahead after 15 min. Tournament games will be played to 13 pts or whichever team is ahead after 20 min.
5. All teams must be registered to participate. **The Registration Fee is \$40.00 per team.** Teams will be grouped into divisions based on the information provided on player skill level. Early registration is encouraged as WCC reserves the right to limit the number of teams. Team captains are responsible for notifying the WCC Registration Office as it pertains to any change in address or phone number following the submission of the team's entry. In the case of any change, please contact Randy Ware @ (316) 461-5225
6. **No roster changes are allowed after your first game!** All roster changes must be requested in writing. We reserve the right to reject any player substitutions and to disqualify a player and/or team for use of non-roster players, unauthorized substitutions, submission of false information, and/or bad sportsmanship.
7. The 3-on-3 "Hoop to give Hope" enforces a **"zero tolerance" policy as it relates to cursing, fighting and physical violence.** Teams involved in fighting of any kind will be disqualified from the tournament and removed from the premises.
8. ONE WINNER will be declared from each division with prizes being awarded to the 1st & 2nd place winners.
9. A Court Monitor will be provided for each court to assist with game play and scoring. The Court Monitor will sign the score sheet upon completion of each game.
10. Possession to start the game will be determined by the home team shooting a free throw shot. If the shot is made home team has first possession, if the shot is missed the visitor team has first possession.
11. All baskets scored will count as one point. (If a 2-point line is designated, a shot made outside the designated arc will count as two points. Both of the shooter's feet must be clearly and completely behind the 2-point line for the basket to count). The Court Monitor will have final say if there is any question.
12. Flagrant or continuous misconduct may result in the dismissal of the offending player. If the court monitor rules a foul was flagrant, the player fouled will shoot one free throw and retain possession.

Two flagrant fouls will result in the automatic ejection from the game. Anyone involved in fighting, for any reason, will be ejected from the tournament.

13. No timeouts will be allowed except for referee (Court Monitor) timeouts. During a timeout, the game clock continues to run except in the final three minutes of play.
14. **No dunking or hanging on rims is allowed** in practice or during official game play.
15. Jump balls will go to the team with the possession arrow.
16. The ball will change possession after all made baskets and turnovers. The ball will then be cleared by going beyond the 3-point-line. If there is no 3-point-line then it will be cleared by going to the top of the key. Failure to take ball out may result in the loss of possession and the loss of any points resulting from that possession.
17. **An opposing player must check the ball before it is put into play. The ball must be passed to a teammate to begin play.**
18. Players are responsible for making their own calls in regards to fouls and infractions. If there is any arguments or disputes the court monitor will have final say. After all fouls, the ball will be checked back into play at the top of the key. No Foul Shots, unless a flagrant foul is determined by the court monitor.
19. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the basket is missed, and a flagrant foul is determined by court monitor one free throw will be awarded.
20. Before games, both teams will warm up for two to three minutes. A five-minute forfeit allowance will be enforced. The Court Monitor will have the final decision.
21. The team captain is expected to represent his team. If there is a dispute, which needs to be resolved, a Court Monitor will handle the situation with the team captains. The Court Monitor's decision is final for the purpose of that game. Once play resumes after a disagreement, the problem is considered a dead issue. During any protest, time on the clock continues to run, except for the last 3 minutes.
22. The Wichita Church of Christ and Central Christian Church are not responsible for any lost items at this tournament. We are also not responsible for any injuries or other incidents suffered as a result of this tournament. Everyone plays at his or her own risk. There will be waiver forms to fill out the day of the tournament. No one will be allowed to play without signing a waiver form.