

# TEAM REGISTRATION FORM

This is a 3 on 3 tournament, however your team must have 4 players in attendance to participate.

**Team Registration cost is \$60 per team** (\$15 per player) Proceeds benefit Boys & Girls Club's Keystone Leadership Group

TEAM NAME:		AGE DIVISION:		
	1	3-15yrs	16-18yrs	
		circle one		
Player one (First and Last) :	Gender:	Age:		
	M or F			
Email:	Phone:			
Player two (First and Last) :	Gender:	Age	:	
	M or F	-		
Email:	Phone:			
Player three (First and Last) :	Gender:	Age	:	
	M or F			
Email:	Phone:			
	Quadan	•		
Player four (First and Last) :	Gender:	Age		
	M or F			
Email:	Phone:			

### Registration forms and payment are due by May 10th.

\*Late registration will be subject to a \$20 late fee.

Please bring proof of your age (example: School ID, permit, drivers license, student information on skyward, etc.) when turning in registration forms.

You are encouraged to come up with your own team uniform. If jerseys are needed, they can be rented at the tournament for \$5 per team.

## BOYS & GIRLS CLUB OF ROCHESTER | 1026 EAST CENTER ST | 507-287-2300

# Keystone Hoops 3 on 3 Basketball Tournament Official Rules

Each team must have 4 players with a completed registration form and a signed official rules agreement submitted to Boys & Girls Club of Rochester by the entry deadline, May 10.

Players will not be allowed to participate on more than one team. Any player registered on two different teams will have to pick one team to play on before the tournament begins. Otherwise, that player will be disqualified from the tournament.

Teams are placed within divisions based on the age of the players on the team. Players ages 13 to 15 will be in the junior division and players ages 16 to 18 will be in the senior division.

Wrist bands will be issued to every player; if the wrist band is removed, the player can no longer participate.

No refunds will be given at any time.

#### Scoring, Live/Dead Ball and Possession

• 1 point will be awarded for each basket made. 1 point will be awarded for each free throw made.

- A coin toss will determine the initial possession, whoever wins the coin toss gets the ball first and the alternating possession process begins.
- Ball will be taken back behind the 3-point line on all changes of possession.

• The defensive player or game referee must check the ball before it is put into play. This will be decided at the beginning of the game. For play to begin, the offensive team passing the ball in must be behind the 3-point line and must pass the ball in to a teammate.

• The first team to score 15 points wins the game. To be declared the winner before the 15 minute mark is reached the winning team must have a two point lead. When game reaches the 15 minute mark before a winner is declared, then the game goes into sudden death (coin toss to determine possession) - next team to score wins.

### Time

• All games will have a 15-minute time limit. There will be a continuously running clock.

• If a team does not have at least 3 players ready to play within 5 minutes after their official start time they will forfeit the game.

• Player substitution is permitted during any dead ball situation. The substitute player is required to check in at the scorer's table before entering the game.

### Court

• The top, sides and bottom of the backboard are inbounds. Stepping on the baseline, sidelines and mid-court line is out of bounds.

#### Referees

• Treat referees with respect. Being less than cordial to the referees, scorekeepers, opponents and/or tournament officials will result in the offending player being suspended from the game or the tournament. Non-playing coaches/parents are not recognized as part of the team and will be asked to leave the event site if they become rude or unruly. These decisions are at the discretion of Boys & Girls Club of Rochester staff members.

• Team captains can ask the referee/division head to explain any rule. If there is a dispute between teams and referees, the division head will make the final, irrevocable ruling.

#### Fouls

• After each non-shooting foul, the team awarded the ball will take possession of the ball behind the 3-point line.

• For every shooting foul, the shooter will have the choice to shoot a one point free throw or a 2 point shot from behind the 3 point line. After every free throw is a change of possession regardless of 1 or 2 point shot.

• No personal Fouls – Just team fouls. After 7 team fouls, opposition will shoot 1 free throw.

• Flagrant fouls will result in a free throw and possession of the ball. Basket will count and one free throw will be awarded to the fouled player. On a make or a miss, change possession.

• After a technical foul, 2 free throws and resumption of play at the point of interruption. If players receive 2 technical fouls, they are suspended from the present game.

### I have read, understand and agree to follow the tournament rules.

Player 1:		Date:	
(Please sig	gn First and Last Name)		
Player 2:		Date:	
(Please sig	gn First and Last Name)		
Player 3:		Date:	
(Please sig	gn First and Last Name)		
Player 4:		Date:	
(Please sig	gn First and Last Name)		