Gaylord Physical Therapy Presents:
Hoops for Jammers 3 vs 3 Basketball Tournament
To benefit the Gaylord Jammers Wheelchair Rugby Team
Healthtrax Gymnasium, North Haven, CT

Roster and Game Time Rules
1. Pool play will run from 9am until 11:45pm. Game times will be 9:00, 9:15 etc.
2. If your team is scheduled next, please be ready to go at your scheduled start time.
3. Each team will be given 3-4 minutes to shoot and warmup prior to game time.
4. After your game, please gather your belongings and exit the court so that the next scheduled game can start on time.
5. The regular playing time shall be as follows:
   o One period of 10 minutes playing time. The clock will remain running unless a timeout is used. This is due to time constraint. See “Timeout” section for more info.

Pool Play and Playoff Rules
1. There will be 3 teams in each pool, with a total of 12 teams.
2. The top 2 in each pool will advance to the playoffs.
3. Playoffs will start at 12:15. Please see bracket for exact schedule

Tie Breaker Rules
1. IF there are 2 teams with the same record, the team which defeated the other will be ranked higher, potentially eliminating the other.
2. IF there are 3 teams with the same record:
   • IF one of the 3 teams is 2-0 in games against the other 2 teams, that team will be ranked higher.
   • IF there are 3 teams tied at 1-1:
     • The tied teams will be ranked based on the least amount of points allowed in pool games.
     • IF the three teams are STILL tied, it will be based on the team’s total points scored in pool games. Top 2 will advance.

The Following rules are the official rules of USA Basketball/FIBA for 3x3 format games. Some rules were excluded because they do not apply for the Hoops for Jammers tournament.

Playing time/Winner of a game
1.) The first team to score 15 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
   a. Note: Next teams will still start at their scheduled time
2.) If the score is tied at the end of playing time, an extra period of time will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
3.) A team shall lose the game by forfeit if at the scheduled starting time the team is not present on
the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or
0-w (“w” standing for win).
4.) A team shall lose by default if it leaves the court before the end of the game or all the players of the
team are injured and/or disqualified. In case of a default situation, the winning team can choose to
keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.
5.) A team losing by default or a forfeit will be disqualified from the competition.

Note: if a game clock is not available the running time’s length is at the organizer’s discretion. FIBA
recommends setting the score limit in line with the game’s duration (10 minutes/10 points; 15
minutes/15 points; 21 minutes/21 points).

Court and ball
1.) The game of 3x3 is played on a half court with one basket. Half of a traditional basketball court may
be used.
2.) A regulation sized Basketball will be provided by Gaylord Teams

Teams
1.) Each team shall consist of 4 players (3 players on the court and 1 substitute).

Game officials
1.) The game shall consist of 1 referee and a time/score keeper.

Beginning of the game
1.) Both teams shall warm-up simultaneously prior to the game.
2.) A coin flip shall determine which team gets the first possession. The team that wins the coin flip can
either choose to benefit from the ball possession at the beginning of the game or at the beginning of a
potential overtime.

3.) The game must start with three players on the court.

Scoring
1.) Every successful shot inside the arc shall be awarded 1 point.
2.) Every successful shot behind the arc shall be awarded 2 points.

Fouls
1. All fouls will be brought back behind the arch.
   a. NO FOUL SHOTS

How the ball is played
1.) Following each successful field goal:
   • A player from a non-scoring team will resume the game by dribbling or passing the ball from
inside the court directly underneath the basket (not from behind the end line) to a place on the
court behind the arc.
   • The defensive team is not allowed to play for the ball in the “no-charge semi-circle area”
underneath the basket.
2.) Following each unsuccessful field goal or last free throw:
• If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
• If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

3.) Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
4.) A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.
5.) In the event of a jump ball situation, the defensive team shall be awarded the ball.

Stalling
1.) Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
2.) If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).
Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Substitutions
1.) Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Time-outs
1.) One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

Disqualification
1.) A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, and tortuous interference in game results. The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Article 15.

Kind Reminder

Please remember that this is a charity tournament and it is for FUN. Referees have volunteered their time and any disrespect towards them will not be allowed. Please be respectful towards referees, opposing teams, teammates and any other volunteer/staff members. Thank you and let’s have a great tournament!