

EASTERN YORK DOLLARS FOR SCHOLARS
3 ON 3 BASKETBALL
TOURNAMENT RULES

Sportsmanship is having pride in your school, your team and yourself. Sportsmanship is respect for the game and those who play it. Eastern York Dollars for Scholars reminds you that this is a fundraiser to benefit our scholarship program and we insist you take on the responsibility of good sportsmanship. The score of any athletic event is generally forgotten over time, but the actions of the players, coaches and spectators are remembered. Play strong, play hard, and play fair.

THERE WILL BE NO FREE THROWS

- Any non-shooting foul, the fouled team gains possession.
- Players fouled in the act of shooting (& MISS), the offensive team will receive the points (depending on where the shot took place), and the defensive team gets possession.
- Players fouled in the act of shooting (&MAKE), offensive team will be awarded point(s) and offense retains possession.
- **Physical fighting is a double technical and removal from all tourney games.**
- **Technical or flagrant fouls- the opposing team will be awarded 2 points and possession of the ball. When a player gets two technicals in the same game, the player must sit out the remainder of the game and the next game.**
- **Spectators, coaches or players will be escorted from the gym for improper behavior. The referees or tourney staff may remove any player from the game via double technical, for excessive rough play, intentional fouling or improper conduct. Removed players must sit out of the next game.**

Please respect all referees and tournament staff. They are volunteers and no abusive behavior will be tolerated.

- Games end at the completion of running clock or until a team scores 30 points.
- Games will start promptly at the time indicated. Note that there are only 3-5 minutes between games. A team that does not report to their game before 5 minutes has elapsed on the clock will forfeit the game.
- A game may be started and continued with a minimum of 2 players.
- **Possession** at start of game is determined by a coin flip- then alternating possession.
- **Timeouts-** One 30-second timeout per game (CANNOT use in final 2 minutes of game).
- **Substitutions** can only be made on dead balls
- **Other than foul-shooting,** all regular PIAA basketball rules apply (3 seconds, traveling, double dribble, jump balls, etc.).
- **Each Possession** begins at the top of the key. Ball must be checked and then passes in before a shot is attempted and the defense must give passer 3 feet.
First violation = warning, **Second violation**= loss of possession
- **Each change of possession** (steal or defensive rebound) must be taken back behind the 3-point line.
- **Jump balls-** all jump balls will always go to the defense
- A field goal= 1 point; any shot made behind the 3-point line = 2 points

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- **Overtime:** In case of a tie, there will be a 3-minute overtime with a coin flip to determine possession. First team to score wins. If the tie cannot be broken then each team shoots 3 foul shots, one by each player on the floor at the end of the game, until a winner is decided.
Note: a tie in a championship game will be decided by full length 3 minute overtime (maximum of two OT's) and then foul shots.
- Only scorekeepers, officials and tournament staff are allowed in the interior of the court. All players, coaches and spectators must remain along the outside baselines and **MUST** refrain from approaching scorers tables. Failure to do so will result in stoppage of play, a docked point for their team and possible exclusion from the tournament.
- Basketballs will be provided. No personal basketballs allowed in the gym.

Playoff Seeding Criteria:

- Win/Loss record
- Head to head record for the teams that are tied
- Best point differential (total points **scored** minus total points **allowed**); forfeits count as a **5-0** victory
- Sudden death foul shots (1 player at a time)