



CJI REUNION

3 ON 3 HOOPS TOURNAMENT

CHESTER, MONTANA



WHEN: July 10, 2021
Games start @ 10:00 a.m.

WHERE: Chester City Park
Jefferson St. & 2nd St.

Sponsored by Liberty Co. Community Development Committee & CJI Boys BB Team

6 DIVISIONS

(2021-22 school age)

3rd/4th grade girls

3rd/4th grade boys

5th/6th grade girls

5th/6th grade boys

7th/8th grade girls

7th/8th grade boys

DETAILS

*Pool play then bracket play

*Co-Ed teams invited – will play in boys division

*Guaranteed three games

* Games will be officiated and closely monitored

*T-shirts awarded to each member of Championship team

* Entry fee \$100

LCCDC WEBSITE: libertycounty2020.com

Questions:

Brad Kammerzell

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LCCDC

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3 ON 3 BASKETBALL TOURNAMENT RULES

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to Brad Kammerzell.

Prior to the Game

Each team must have three to five players on its roster who have registered their team during registration. Additions and/or changes to any roster must be approved by CJI Alumni 3 on 3 Hoops Tournament Staff and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team has played its first game of the event. A player is allowed to participate on only one team for the duration of the tournament.

THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES, and must verify the score sheet has a correct roster prior to each game. All players must be at the court 5 minutes prior to game start time.

A coin flip prior to the start of the game will determine which team has the initial possession. Each player must have a number on their shirt/uniform (numbers made with masking tape are acceptable).

Throw In/Starting Play

The ball must be thrown (not dribbled) in from the check box at the rear of the court. First violation: warning from the referees or court monitor. Second violation: change of possession.

Game Play

Length of games: first team to score 21 points or 20 minutes.

Overtime: If the score is tied at the end of 20 minutes, the game goes into overtime. A coin flip determines which team has the initial possession. The games winner is the first to score 2 points in the overtime period.

No Make It Take It: The ball changes possession after each scored basket.

Stalling: No stalling is allowed.

Jump Balls: All jump balls become the possession of the defensive team.

Time-outs: Each team is allowed two 45-second time-outs per game. The game clock does not stop during any time-outs. NO time-outs are permitted in the last 3 minutes of the game.

Taking it Back: When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the three-point arc. Failure to "take it back" is a violation and results in a change of possession.

Throw In/Resuming play: The ball must be "checked" after every out of bounds or opposite team score. The ball must be thrown in (not dribbled) in from the check box at the rear of the court. No face guarding the box – stay behind the line. First violation: warning from referee or court monitor. Each additional violation: change of possession.

Out of Bounds/Resuming play: The ball must be “checked” every out of bounds.

Scoring: Baskets made from inside the arc count one point. Baskets made with both feet behind the arc count two points. Referees or court monitors will call “two points”. If there is any doubt by the referee or court monitor as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws: Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made. (1 for 1 pointer, 2 for 2 pointer). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box.

- Any time a basket is MADE and a foul is called:
 - The basket counts
 - The referee or court monitor records the foul
 - Defending team receives the ball

Personal Fouls: The referee or court monitor will record each personal foul. Each player is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw, two if fouled behind the arc.

RECORDED TEAM FOUL #	RESULT (for team that was fouled)
Team fouls 1 through 7	Check ball from check box unless shooting foul
Team fouls 8 +	One free throw, unless shooting foul

Tournament Administration:

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

CJI Alumni 3 on 3 Hoops Tournament Staff reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players: The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the CJI Alumni 3 on 3 Hoops Tournament Staff.

False information: Information provided to CJI Alumni 3 on 3 Hoops Tournament Staff on the entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Inappropriate language or abusive conduct: good sportsmanship is expected. A CJI Alumni 3 on 3 Hoops Tournament Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and /or escorting the play or team from the premises. ANY PLAYER THAT EJECTED FROM A GAME WILL NOT BE ALLOWED TO PARTICIPATE FOR THE DURATION OF THE TOURNAMENT.

