

Subway Chippewa Falls Cardinal Flight/Hoops 3-on-3 Tournament Rules

1. Each team is allowed a maximum of 4 players on a team. Each team must provide their own uniforms and warm-up balls.
Players unable to finish the tournament (due to injury, personal commitments, etc...) **MAY NOT** be replaced by someone not on the original 4 player roster.
2. All teams should report early for their games to check the brackets for any changes.
3. **Game Format:** a coin toss will determine who receives the 1st possession of the game. There will be a 20-minute time limit for grades 4, 5, and 6 games and a 30 minute time limit for all other grades.
Grades 4, 5, and 6 will play games to 15 points. All other grades will play games to 20 points. Games that are tied after the time limit expires will go to a sudden death free throw shooting tiebreaker (all teammates will attempt 1 free throw alternating shooters from each team with the most free throws made determining the winner.) Round robin bracket tiebreakers will be head to head competition, then least points allowed in all games, then a coin flip.
Each team is allowed two timeouts each game. The time clock will run on all timeouts **not** taken in the last two minutes of the game. There will be no halftime. Players will be allowed to dribble or pass the ball inbounds after the ball is checked behind the take-back line by the defending team. A change of possession occurs when a team passes or dribbles the ball outside of the three-point line. They may then begin their offensive possession once both feet are behind the three-point line.
4. **Scoring and Fouls:** All field goals made from behind the three-point line will be worth 2 points. All other shots will be worth 1 point.
Common fouls will result in no free throws until a team reaches a bonus penalty (10 team fouls). Shooting fouls will result in 1 free throw, plus the basket will count on a made field goal attempt. Non-shooting teams regain possession on a made or missed free throw attempt until the bonus penalty.
Bonus Penalty: All fouls on a team's 10th foul will result in a free throw, plus the field goal if the field goal attempt is made, and the possession of the ball out of bounds regardless of whether the free throw is made or missed.
Technical Fouls: called on a player or coach will result in that player or coach being disqualified for the remainder of that game, plus giving the opposing team two free throws and possession of the ball. Any coach or player who receives two technical fouls will cause their team to be disqualified for the remainder of the tournament.
5. No dunking is allowed during warm-ups.
6. All WIAA rules apply except for those stated above.
7. A reminder that Subway, the Cardinal Flight and Cardinal Hoops organizations, the Chippewa Falls School District, and the worker or officials that volunteer are not responsible for any injuries that occur during this tournament.
8. Tournament directors reserve the right to combine age groups and select brackets that best meet each division's needs.

