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The 2016 3 on 3 Basketball "nothin' but net" tournament has been made possible by the efforts and talents of many individuals and organizations:

Brattleboro Sunrise Rotary Members BUHS/BAMS Administration Chris Sawyer Dan Braden Dave Cyr Entera Catering Joe Snell Keith Lyman

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and spouses, friends, and others, all in the interest of friendship, fellowship, and the furtherance of the goals of Rotary International, through scholarships for students living in and around the area served by the members of the:



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Brattleboro Sunrise Rotary Club

Dr. Robert Fagelson

ELEPINATIONS'S

THE BRATTLEBORO SUNRISE ROTARY CLUB

invites you to COMPETE

in the 20th Annual

Brattleboro, Vermont

3 on 3 BASKETBALL TOURNAMENT March 12th, 2016 Brattleboro Union High School

20th Annual nothin' but net

3 on 3 Basketball Tournament 2016 OFFICIAL RULES AND REGULATIONS

BASKETS COUNT 1 POINT

- 1. Each team must have a minimum of three players on their roster who have registered by the predetermined deadline. Additions and/or changes of rosters will not be permitted without written authorization from the *nothin' but net* organizing committee.
- 2. All games must start with three players on each team. Any number (2 or 1) may complete the game.
- 3. Each team is allowed one (1) one-minute and one (1) twenty-second time-out. There is unlimited substitution permitted but only when the ball is not in play, or after a basket is made.
- 4. In case of injury, a one-minute special timeout will be allowed for substitution of that player. If the player leaves the game, he/ she is NOT allowed to re-enter that game. Players who are seriously injured will not be allowed to continue play.
- 5. Before games, both teams will warm up at the same time on the designated game court. The games will begin at five minutes past the hour or half-hour, leaving five minutes for warm up. Other "open" baskets will be available for earlier warm up.
- 6. Only those teams scheduled to play will be allowed to occupy game courts at any time.
- 7. A five minute forfeit time will be strictly enforced.
- 8. Division breakdowns are made using a point system directed toward three primary categories: experience, size and age. After initial divisioning, final team groupings are established according to application information.
- 9. The team captain is expected to represent his or her team as spokesperson in case of appeals.
- 10. Court monitors will be on site at each court. The court monitor's role is to ensure a timely start to each game; to explain any questions on the rules, to keep score, and to oversee any disputes. Remember, standard pick up game rules are in effect. This means that the players involved must make their own calls. This honor system has worked for years at gyms and playgrounds and we expect that all participants fully understand

the pick up game system and are mature enough to play within and respect these guidelines. Court monitors will have FINAL SAY in all disputes.

- **11.** Once play resumes after a disagreement, the problem is considered a dead issue. Court monitors must be made aware of any disagreements and final decisions.
- 12. Flagrant fouls or continuous misconduct will result in forfeiture and dismissal from the tournament. A flagrant and/or deliberate foul - as determined by the court monitor and solely at their discretion - will result in the following:
 - The first time the court monitor witnesses a flagrant foul a warning will be issued to that team.
 - The second time there is a flagrant foul infraction, the player fouled will shoot one free throw and his/her team will retain possession.

• All free throws count as one point - just like a basket.

- Continuous roughness will not be tolerated, and may result in a player's ejection from the game. Court monitors will call a "cool down" period when unnecessary roughness occurs, during which time warnings will be issued to team captains.
- Any questions, complaints, or comments should be taken up with the court monitor in charge of your court.
- 14. Games will be to 20 points; win by two points or 30 minutes, including the warmup period. Each basket will count one point, except a two point shot from the perimeter.
- 15. The ball will change possession after scored baskets, no "make it, take it."
- 16. Jump balls will alternate possession.
- 17. The boundaries will be marked on each court. If you are not sure where the precise boundaries are in your court, check with the court monitor prior to beginning of the game.
- Ball will be "taken back" on each change of possession. Failure to "take it back" will result in loss of possession and point just scored.

- 19. "Taking back" means whole body beyond the 3 point line.
- 20. After a basket the ball must be checked by an opposing player before it is put into play; <u>and</u> the ball must be passed-in to begin play.
- 21. A coin flip at the start of the game will determine who gets the ball out-of-bounds first.
- 22. A ball out-of-bounds will be taken at the back of the court ("mid-court").
- 23. All fouls will be called by the players participating. Cooperation is expected. Court Monitors have FINAL SAY in all disputes.
- 24. All fouls will be played out-of-bounds at the back of the court ("mid-court").
- 25. With the exception of flagrant fouls, infractions of regulations will result in loss of possession of the ball.
- 26. If a player is fouled in the act of shooting and makes the basket, the basket counts

and the ball changes possession.

- 27. The *nothin' but net* organizing committee reserves the right to disqualify any team from the tournament for infractions of the following policies:
- a. Use of illegal players: The players listed on the team roster at the time that division is drawn, are the only ones eligible to compete on that team. Substitutions will be allowed only as authorized in writing by the *nothin' but net* organizing committee.
- b. False information: Information provided on the entry form is the basis of division breakdowns. Any false information is the responsibility of the team captain.
- c. Unnecessary roughness: Disqualifications are left to the discretion of the *nothin' but net* organizing committee, but as a general rule both teams will be penalized.

The 2016 *nothin' but net* is designed around the three-on-three pick up style game you play in your athletic clubs, parks, recreation centers or driveways at home. Participants are expected to play in that same style. Having fun, promoting the outdoor game, and raising funds for the Brattleboro Sunrise Rotary Club scholarship fund are the main goals of the event.

3-POINT CONTEST & FREE THROW CONTEST

A men's and women's division 3-point contest along with a Free Throw Contest will be held at noon. These events are open to all nothin' but net participants and the general public for a \$5.00 entry fee. **Sponsored By SAMS OUTDOOR OUTFITTER**, the winner will receive a \$50.00 gift certificate. Limited to first 30 entries for each event.