

Fiesta Days 3-on-3 Basketball Midnight Madness

Registration Deadline: *Monday, July 17*

How to Register: Visit kamascityut.gov or contact Brad Richins @ bradleyjrichins@gmail.com or 435-640-3927.

Who: 1 division—Adult men 14+

When: Friday, July 21 starting at 8 p.m.

Where: South Summit High School—Main gym

-3-5 players per team

-\$40 per team

Tourney:

-Double elimination tournament (2-game guarantee) or 2-game pool play w/ double-elimination tournament (4-game guarantee) depending on amount of teams

Game Rules:

-1 official per hoop

-Half-court

-Games will be 12 minutes running clock.

-Clock will stop on fouls and dead balls in the final minute.

-Games will be scored by 2s and 3s

-A coin flip determines which team gets the first possession.

-Whoever is ahead at the end of the 12 minutes is the winner; there is no target score

How the Ball is played:

1. Following each successful field goal:

- A player from the non-scoring team resumes the game by dribbling or passing the ball from underneath the basket to a place on the court outside the volleyball line. The ball is then considered live. **THERE IS NO NEED TO CHECK UP AFTER A SCORE.**
- The team that just scored is not allowed to play the ball while the opposing team is rebounding underneath the basket after a score. The ball is live after it is cleared beyond the volleyball line.

2. Following each unsuccessful field goal:

- If the offensive team rebounds the ball, it may continue to attempt a score without returning the ball behind the volleyball line.
- If the defensive team rebounds or steals the ball, it must return the ball behind the volleyball line by passing or dribbling.
- Failure to clear the ball beyond the volleyball line will result in a turnover.

3. Dead ball situations:

- Possession of the ball given to either team following any dead ball situation (out of bounds, non-shooting foul, etc.) will start with the player with the ball behind the volleyball line at the top of the court.
- In the event of a 'jump ball' situation, the defensive team will be awarded with the ball.

4. Overtime:

- In the case of overtime, the clock will reset for 2 minutes. The team who didn't start with the ball at the beginning of the game starts with the ball at the beginning of overtime. Whoever is ahead at the end of the two minutes is the winner.
- If the score is still tied after the first overtime, it will be sudden death to decide the winner. There will be a coin flip to determine who gets the ball first for the second overtime.

5. Fouls:

- Fouls during the act of shooting for a missed field goal, for either a 2 or 3 point attempt, will result in the shooter shooting 1 free throw. A make will constitute the additional 1 or 2 points.
- Fouls during the act of shooting for a successful field goal, for either a 2 or 3 point attempt, will result in an automatic "and-1," with no free throw being necessary.
- No individual fouls will be kept.
- Teams will be in the bonus beginning at 6 team fouls. This will result in one free throw for 2 points unless in the final minute. In the final minute it will be normal bonus.
- The normal number of free throws per attempt will be shot in the final minute of regulation.
- A player who receives a technical foul for unsportsmanlike conduct, language, excessive whining, etc. will be forced to sit the remainder of the game the foul was assessed. If a 2nd technical foul is assessed to the same player at any time during game play following the initial technical, that player will be ejected the rest of the tournament. A technical foul will result in two points plus possession of the opposing team unless in the final minute.

6. Substitutions:

- Substitutions can be done by any team whenever the ball is dead or during a timeout as long as it isn't during a live ball. Clock continues to run during timeouts.

7. Timeouts:

- One 30-second timeout is granted to each team per game (12 minutes).