

# 2019 Creepy



## 3 on 3 Basketball Tournament

*Who:* Boys and Girls: Grades 3-8

*Where:* Hudson High School

*When:* Sunday, October 20th

*Time:* 8:00 am – 5:00 pm

*Cost:* \$140 per team

Minimum of 4 games per team

Awards to each grade's champions, by gender

Registration September 16th – October 16th via:

<http://www.hudsonkiwanis.com/>

(Basketball => Tournaments => The Creepy 3x3)



## 2019 CREEPY RULES

### Hudson 3-on-3 Basketball Tournament—10/20/2019

Teams Comprised of 3 or 4 players

Injuries occurring to a 3 player team will allow team to continue playing with 2 players

**NO COACHING ALLOWED FROM THE STANDS!** This day is about the kids playing in a relaxed atmosphere. Lets all enjoy watching some fun 3 on 3 basketball – **IT'S FOR FUN!!!**

- 15 minute games (running clock)
- Games per court will run on the same clock and start/end at the same times
- Players are responsible for being at the correct court at the correct time
- **Possession:**
  - Offense must check ball with defense and then pass ball in to start play off of a dead ball
  - Ball must be checked at the top of the key, behind the 3 point arc
  - NO DRIBBLING to inbound the ball on Offense
  - Defense becomes Offense upon each score
- **Game Scoring:**
  - 2 points for all shots made inside the 3 point arc
  - 3 points for all shots beyond the 3 point arc
  - 1 additional point awarded for Shooting Fouls on Made Shots (automatic And Ones)
  - Referees have final say on any scoring or ruling discrepancies
- **Substitutions:**
  - 4 player teams must rotate all players for nearly equal playing time for rostered players
  - Substitutions are only to be made on dead ball situations
- **Fouls:**
  - NO FREE THROWS, due to running clock.
    - **NON-SHOOTING** = 1 point and retain the ball
    - **SHOOTING** = 2 points; don't retain the ball (with automatic And Ones)
    - **INTENTIONAL** (referee's discretion) = 2 points and retain the ball
  - Any Technical fouls will result in ejection for the remainder of the tournament
- **Timeouts:**
  - Each team can take (1) 20 second timeout per game (must be called by players)
  - Game clock will continue to run during timeout
  - No timeouts can be taken during the last 2 minutes of a game
- **Stalling:**
  - Teams cannot intentionally delay the game by stalling. If stalling is called by referees (after first warning), this will result in turning over the ball to the defense
  - 5 seconds closely guarded rule is in effect
- **Ties at the end of regulation:**
  - A coin flip will determine which team inbounds the ball first
  - The first team to score in overtime wins the game-- no equal possession rules exist

### **\*\*NO TOLERANCE RULE\*\***

Any fan or team member ejected by a referee or tournament staff for any reason are to leave the premises immediately for the remainder of the tournament.