



ALLEY HOOPS JAM 3-ON-3 BASKETBALL TOURNAMENT & DUNK CONTEST OFFICIAL RULES & REGULATIONS

Registration

Teams may only register online or by mail-in applications. All registrations must be received by midnight of the deadline date.

Official Deadline Date is Aug 8, 2009.

Final Registration Date is Aug 15, 2009.

Mail-in registration is \$150. Online registration is \$130.

Any team accepted after deadline date will have a higher registration fee of \$160 (Mail-in only). Registration ends Aug 15, 2009.

Team roster changes can be made after deadline date. Roster changes require a processing fee of \$15. Either Team Players or the Team Captain can be changed.

Walk-ins pay with certified or official check. Credit card payments can be made online or faxed to **704-336-8506**.

Accounting

All checks must be certified or official checks. Personal checks will not be accepted. Credit card payments must be approved. If declined, team will not be qualified to play unless payment is received by deadline date.

* Alley Hoops Jam is not responsible for lost or stolen mail.

Game Regulations

All games must start and be completed with at least 3 players. A 4th player, the substitute, is not required to be in attendance.

Both teams will warm-up at the same time prior to the start of game.

Teams must be at their assigned court at scheduled game time, even if games are "running behind" for any reason (inclement weather, slow play, etcetera). All scheduling will occur at the Bracket Area, ONLY. Players are responsible for knowing the times and locations of their games.

IMPORTANT- Players must report to the court 10 minutes before scheduled game time and remain until your game is played. If your team shows up late for your scheduled game, your team will forfeit the game.

No dunking allowed during warm-up. Dunking will be allowed during game and in the Dunking Contest. Any player dunking during warm-up may be disqualified from that game.

Event Glossary:

Officials. Game-time referees.

Shot-Callers. Game-time spotters who determine if a basket counts as 1 or 2 points.

Original Gamers or "OGs". Designated Alley Hoop Jam staff members.

Eligibility

Each team must have 3 or 4 players on their roster. Each team member must be within the specified age range for each division. Teams must be registered by deadline entry.

The only co-ed teams will be in the 8-10 and 11-12 age brackets in the Juniors Division. Co-ed teams will compete in the boys' division.

Players are limited to only 1 team roster for the tournament. This is to prevent conflicts in scheduled court sessions. Players on more than 1 team will be disqualified from tournament.

Player identification (e.g. birth certificate, driver's license, other photo ID, etc.) is required at the event. This is to verify information provided on the original team application (i.e. age, height, and experience). Shot-callers will verify player IDs. Alley Hoops Jam wristbands with the team name will be issued for each player at the event. Players must show ID at the information area to obtain wristbands. Team ID wristbands must be worn at all times on both days to participate in an Alley Hoops Jam contest. If waterproof wristband is removed prior to second day of event, the team is disqualified. Wristbands are required to participate in tournament weekend. Young players without photo IDs must be represented by parent or legal guardian with proof of identification.

Eligibility violations will be enforced from time of discovery. No replay of games or bracket adjustments will be allowed for previous contests involving the team in question.

Eligibility violations will be enforced from time of discovery. No replay of games or bracket adjustments will be allowed for previous contests involving the team in question.

Adult Rules

The adult age bracket will be divided into 2 divisions: ages 18-34 and 18-34 premier. The premier division will be the division with highest competition level. Prize money will also be larger for this division.

Officials and Shot-callers make game-time decisions. Only questions concerning rule interpretation or player eligibility may be appealed. Game-time questions, complaints, or comments shall be taken up with Officials and Shot-callers. The team captain is the only recognized spokesperson for his/her team.

Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed for that incident.

Scheduling

All teams must report to their assigned court 10 minutes before scheduled game time. There will be a 5-minute warm up session and 25 minutes is the maximum time allocated for each game. If the game is tied after the 25-minute limit, the winner will be the first team to score.

If you do not report to your assigned court at the scheduled time, your team will be automatically disqualified when whistle is blown to begin the game. This is considered a forfeited game. Your team will proceed with the normal bracket schedule rather in the winner or loser column.

Scoring

Field goals made within the designated arc are worth one (1) point.
Field goals made from behind the designated arc are worth 2 points.
Winner & loser bracket games are limited to 17 points. Games must be won by 2 points, up to maximum of 20 points.
Dumpster's games- First team to 15 points is the winner.

Fouls and Violations

Players will call all fouls and violations. An Official or Shot-caller will decide all disputes. The Official's decision will be final.

6th foul violation - Before the 6th foul, no free throws are taken. If a basket is made and the foul is called before the 6th foul, one (1) point will count and the other team will gain possession of the ball. If the basket is missed, the shooting team will regain possession of the ball at the top of the key. There will be no live ball situations or rebounding opportunities off missed free throws to minimize contact.

Teams will shoot free throws beginning at the 6th foul. One (1) free throw will be awarded to the team that was fouled. If the free throw is made the shooting team will receive 1 point. Possession will go to the opposing (non-shooting) team at the top of the key.

At the 6th team foul, a free throw will be taken if the foul is committed during a shooting situation. If the basket is made there will be 1 point for the basket and 1 free throw will be attempted. If the basket is missed, 1 free throw will be attempted. If the free throw is missed, the shooting team will regain possession of the ball at the top of the key. If the free throw is made, it will be the opposing team's ball. There will be 2 foul shots if the player was fouled in the act of shooting a 2-point shot as long as it is after the 6th team foul mark.

Flagrant fouls

A foul intended to hurt an opponent, player or official is considered a flagrant foul. Also, verbally abusive language can be grounds for calling a flagrant foul. For a flagrant foul, the non-offending team will be given 2 points plus ball possession. Officials will call all flagrant fouls.

Officials will use their discretion to eject a player from the game.

If a player is ejected, they will be barred for the rest of that game **as well as the next game the team is scheduled to play**. The player will also be under close review in remaining games.

If players or coaches disrespect officials at anytime, Alley Hoops Jam staff members will attempt to resolve the issue. If no resolution is possible, the player is banned from the event and will be escorted from the Alley Hoops Jam premises.

Out To Pasture Division - 35 and over

Adult rules apply here.

Age categories are: 35-40, 41-50, 51 and over.

All players must be within established age category. However, placement in a younger category will be allowed if there are not enough teams for a specific age group.

Media Division

Players must be employed or affiliated with the media organizations to be qualified to play in this division. Media is defined as television, radio or print.

Adult rules apply in this division, however there is only one Media Division bracket.

Teams are not divided by gender or age in this division. Everyone eligible will play in the division.

Juniors Rules

Officials and Shot-callers make all game-time decisions. Only questions concerning rule interpretation or player eligibility may be appealed.

Game time questions, complaints, or comments shall be taken up with the Officials and Shot-callers. The team captain is the only recognized spokesperson for his/her team.

Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed regarding that incident.

Scheduling

In Juniors Divisions, teams are placed into male and female divisions according to age categories.

All players must meet age category requirements. Age categories are 8-10, 11-12, 13-15, and 16-18.

Alley Hoops Jam staff may change or combine age categories if there are not enough teams to compete in an age division.

Co-ed teams are allowed in the Juniors and will be placed in the male division.

All teams must report to their assigned court 10 minutes before scheduled game time.

There will be a 5-minute warm up session and 25 minutes is the maximum time allocated for each game. If the game is tied after the 25-minute limit, the winner will be the first team to score. Games will be scheduled every half hour and on the hour.

If you do not report to your assigned court at the scheduled time, your team will be automatically disqualified when the whistle is blown to begin the game. This is considered a forfeited game. Your team will proceed with the normal bracket schedule rather than in the winner or loser column.

Scoring

Field goals made within the designated arc are worth one (1) point.

Field goals made from behind the designated arc are worth 2 points.

Winner & loser bracket games are limited to 17 points. Games must be won by 2 points, up to maximum of 20 points.

Dumpster's games- First team to 15 points is the winner.

Fouls and Violations

Officials will call all fouls and violations in the lower age groups (8-10, 11-12, 13-15). In the 16-18 group, players will call all fouls and violations. An Official or Shot-caller will decide disputes. The Official's decision will be final.

6th foul violation - Before the 6th foul, no free throws are taken. If a basket is made and the foul is called before the 6th foul, one (1) point will count and the other team will gain possession of the ball. If the basket is missed, the shooting team will regain possession of the ball at the top of the key. There will be no live ball situations or rebounding opportunities off missed free throws to minimize contact.

Teams will shoot free throws beginning at the 6th foul. One (1) free throw will be awarded to the team that was fouled. If the free throw is made the shooting team will receive 1 point. Possession will go to the opposing (non-shooting) team at the top of the key.

At the 6th team foul, a free throw will be taken if the foul is committed during a shooting situation. If the basket is made there will be 1 point for the basket and 1 free throw will be attempted. If the basket is missed, 1 free throw will be attempted. If the free throw is missed, the shooting team will regain possession of the ball at the top of the key. If the free throw is made, it will be the opposing team's ball.

There will be 2 foul shots if the player was fouled in the act of shooting a 2-point shot

as long as it is after the 6th team foul mark.

Flagrant fouls

A foul intended to hurt an opponent, player or official is considered a flagrant foul.

Also, verbally abusive language can be grounds for calling a flagrant foul.

For a flagrant foul, the non-offending team will be given 2 points plus ball possession.

Officials will call all flagrant fouls.

Officials will use their discretion to eject a player from the game.

If a player is ejected, they will be barred for the rest of that game **as well as the next game the team is scheduled to play**. The player will also be under close review in remaining games.

If players or coaches disrespect officials at anytime, Alley Hoops Jam staff members will attempt to resolve the issue. If no resolution is possible, the player is banned from the event and will be escorted from the Alley Hoops Jam premises.

Original Gamers Rules

Designated Alley Hoop Jam staff members are known as the Original Gamers or OGs. All disputes are settled at "The Square" located in the center of the Alley Hoops Jam event.

Court officials are assigned at "The Square". There will be 1 or 2 officials for each game. Normally the top winners game will have 2 officials.

The official tournament bracket will be posted at "The Square". Staff will be on hand to answer questions.

Roster additions or changes may not be made after pre-registration. Once you are checked into the event, your team roster is frozen.

Roster changes are allowed only in the event of injury. OGs will determine if substitutions will be allowed. Each team must have 3 or 4 players in order to be qualified to play in the tournament. If the team cannot field the required number of players, they forfeit the game.

Officials Rules- Half Court Games

Each team is allotted 2 one-minute timeouts per game.

Dunking will be allowed in any division and only during games. Dunking rules still apply.

Jump balls go to team without possession of ball at the previous jump ball or at the beginning of the game.

Players will foul out of the game on the 5th personal foul.

Play will begin at the top of the key at every throw-in opportunity.

The defensive player must check the ball. The offensive player with the ball must be behind the marked line before the whistle is blown and after ball is checked. After the ball is checked, play begins. The offensive player has the option to pass, set a pick or dribble the ball.

Offensive player can check the ball no more than twice. On the third time, defensive player will automatically gain possession of the ball.

The ball must be taken out to the 3-point line on every change of possession even if the ball does not hit the rim on a shot. If team player fails to take out ball, the other team will automatically gain possession.

Five-second rule will be applied if the player is in the free throw lane for 5 seconds. If an official calls this violation, the defensive team will gain ball possession. (This rule applies only in the Adult divisions).

If a player without the ball is fouled, his/her team will be awarded possession.

Dunk Contest and 3-Point Shootout

The Dunk Contest is scheduled Saturday, Aug. 22nd at 2:30 PM. To be a part of the Dunk Contest you must register at "The Square". Registration fee is \$10. Contestants may register at anytime until the deadline time of Saturday at 1:30 PM, an hour before the event. The Dunk Contest will be held at the main court on Trade and Tryon Street.

The 3-Point Shootout is scheduled Sunday, Aug. 23rd at 2:30 PM. To be a part of the 3-point shoot out you must register at "The Square". The registration fee is \$2. Contestants may register at anytime until the deadline time of Sunday at 1:30 PM, an hour before the event. The 3-Point Shootout will be held at the main court on Trade and Tryon Street.