**Bite of SMM 3v3 and Free Throw Basketball Tournament Details**

* **LOCATION:**
	+ SMM school gymnasium adjacent to the lower parking lot/lower playfield.
* **DATE:**
	+ 09/13/25
* **START/END TIME:**
	+ **3v3 tournament**
		- 10am – 1pm
	+ **Free throw tournament**
		- 1:30pm – 3pm
* **FORMAT:**
	+ **3v3 tournament**
		- Separate Male/Female brackets (ages 16-20; 21 and-up).
		- Mixed gender teams are allowed, but will be placed in the Male bracket.
		- Swiss-style, multi-round.
		- Top teams advance to the finals.
		- 12 team cap with waitlist.
	+ **Free throw tournament**
		- Separate Boys/Girls brackets (ages 13-15).
		- 2 rounds.
		- Top two totals per bracket advance to the finals.
* **RULES:**
	+ **3v3 tournament**
		- **Ball**
			* Size 6 (Female) or 7 (Boys) basketball.
		- **Court Boundaries**
			* Half-court boundaries as drawn.
			* 4 courts in total
		- **Timeouts**
			* A single one-minute timeout per team per game.
			* Game clock will continue to run during the timeout unless it is within the last minute of the game.
			* Clock state may be adjusted, depending on number of teams registered by registration cut-off.
		- **Substitutions**
			* Substitutions are allowed during dead balls, change of possession, and free throws.
			* Teams will manage their own substitutions.
		- **First Possession**
			* Decided by 1 round of first-to-score paper-rock-scissors
		- **Change of Possession**
			* The ball must change possession after scored baskets and free throws, except for cases of Technical or Flagrant fouls.
			* Ball must be checked prior to resuming play.
		- **Jump Ball**
			* In all occasions, the ball is awarded to the defensive team.
			* Ball must be checked prior to resuming play.
		- **Dunking**
			* Dunking is not allowed at any time and will result in a Technical Foul.
		- **Checking the ball**
			* The team with possession must check the ball before it is in play.
			* Check must occur at the top of the key, with the player checking standing above the free throw line and within the free throw circle.
				+ The ball must be passed to the on-ball defender and back, with the on-ball defender remaining below the free throw line extended.
				+ Other players may freely roam the court.
			* A shot attempt may only be attempted once the ball is checked AND possessed by a different offensive player than the player checking.
		- **Taking the ball back**
			* The ball must be taken back behind the free throw line extended on each change of possession, regardless of if a shot attempt was taken by the offense.
			* A take-back violation occurs if a player attempts a shot, after a change of possession, and prior to taking the ball back.
				+ This violation will result in a change of possession and loss of any point scored.
			* Ball will be checked prior to resuming play.
		- **Ball out-of-bounds**
			* A change of possession will take place if the offense was the last to touch the ball.
			* Ball must be checked prior to resuming play.
		- **Length of Game**
			* 8-10 min
			* Length of game will be adjusted, depending on number of teams registered by registration cut-off.
			* Team that has highest point total at the end of regulation is declared the winner.
			* In the case of a tie score at the end of regulation, a 1 minute, first-to-score overtime is played.
			* The team that lost the first possession will receive the ball and will check the ball.
		- **Scoring**
			* All baskets during pre-Finals rounds count as 1 point.
			* Finals round will incorporate the three-point line.
				+ Shots made within the three-point line will count as 2 points.
				+ Shots made beyond the three-point line will count as 3 points.
		- **Fouls**
			* Referees will call all fouls.
			* All common fouls will result in a reset of play by checking the ball.
			* An offensive foul will result in a change of possession.
			* If a player is fouled in the act of shooting, any made basket will count and the fouled player will receive 1 free throw, regardless of the outcome of the attempt.
				+ For the finals, 1 free throw is awarded if the attempt is made and 2 are awarded if missed.
				+ During free throws, all non-shooting players will stand behind the free throw line extended.
				+ A change of possession will occur after the free throw, regardless of the outcome of the attempt.
			* Technical fouls and flagrant fouls may be assigned by the referees and, depending on severity, could result in removal from a game or tournament.
				+ Some examples of technical fouls involve:

Taunting/trash talk/insults/purposely stalling.

* + - * + Some examples of flagrant fouls involve:

Violent and/or aggressive contact (i.e. slapping/punching/kicking/kneeing/undercutting) or dialogue that is extreme, abusive, and/or persistent.

* + - * In the case of Technical or Flagrant Fouls, a free throw is awarded to the fouled player.
				+ For the finals, 2 free throws are awarded.
				+ Regardless of the outcome of the attempt, possession is retained by the fouled player’s team.
	+ **Free throw tournament**
		- **Ball**
			* Size 6 (Girls) or 7 (Boys) basketball.
		- **Court Dimensions**
			* Regulation height hoop and free throw line distance.
			* 4 courts in total.
		- **Length of Play**
			* Each player will get 30s to warm-up and then up to 2min to execute 10 shots.
			* In the case of a tie, a 5 shot face-off will occur (no warm-up).
		- **Scoring**
			* Each free throw counts as 1 point.
* **AWARDS/PRIZES**:
	+ **3v3 tournament**
		- 1st place trophies.
		- 2nd and 3rd place medals.
		- Cash prize for 1st place.
	+ **Free throw tournament**
		- 1st and 2nd place medals.