**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.