

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**
 - Co-ed brackets (5-6 grade; 7-8 grade).
 - 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 (5-6 grade) or 7 (7-8 grade) 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.