



3 VS 3 BASKETBALL

**Boys and Girls Clubs of the
Colorado River**

2250 Highland Rd, Bullhead City, AZ 86442

FRIDAY, JANUARY 17: COED: ALL AGES

CHECK IN: 12:00PM

EVENT START: 1:00PM

FEES:

- MANDATORY, ONE-TIME ATHLETE FEE: \$30.00
- (Includes official athlete t-shirt and swag bag complete with vendor samples and exclusive coupons, as well as entrance to athlete mixer and athlete refreshments at each event.)
- EVENT FEE: \$5.00 PER PLAYER PER TEAM (Includes prelims and should you advance, finals)

ENTRY REQUIREMENTS:

- All team members must be registered athletes.
- Team rosters must be submitted prior to December 31, 2019.

DIVISIONS:

- 5-Year Age Brackets : 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+
- Age group of teams is determined by the age of the youngest team member on December 31, 2019.
 - Substitutions may not change the age group of the team.
- Game officials reserve the right to cancel any event or combine age divisions due to insufficient entries

RULES/FORMAT:

- If registration numbers allow, teams will be divided into pools within their age group for round robin play.
- The Teams will be seeded based on standings within the pool for an elimination round (all teams advance).
- Modified NCAA and NSGA rules will govern play.
- Team jerseys with numbers on front and back required.
- Three players on the floor start the game. Teams may continue or finish with a minimum of 2.
- Playing time will be two halves of 15 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
- Tie score at the end of regulation will result in a three-minute overtime period. During the first overtime period, the clock will stop in accordance with normal basketball rules. If the game is still tied at the end of the first overtime period, subsequent three minute periods will be played until the tie is broken. After the first overtime period, all additional overtime periods will have a running clock, except for the last minute in which the clock will stop in accordance with normal basketball rules. The clock also stops after a made basket during the last minute of all overtime periods. Ball possession will be determined by a coin flip for each overtime period. There will be a one minute intermission before each overtime period. All individual and team fouls carry over, into overtime.
- Substitutions may be made after a basket, foul shot, stop play or when an official beckons the player onto the court.
- A player is disqualified on his/her 5th foul. Technical fouls will be assessed according to NCAA rules.
- Officials do not put the ball in play. Ball must be "checked" by the defense. If defense attempts to delay the game during the "check", the referee may assess a delay of game technical (1 point) without a warning.
- Three point shots are allowed.
- The Game Official has final say on all rules.