

Entry Fee: \$100 required upon registering.  
 Entry deadline is 9:00 pm 5 days before  
 tournament. To register, complete below, and  
 mail with payment to:

*In the Zone*  
 6870 Chrisphalt Drive  
 Bath, PA 18014

Tournament Date \_\_\_\_\_  
 Team Name \_\_\_\_\_  
 Age Bracket \_\_\_\_\_ grade M / F  
 Manager's Name \_\_\_\_\_  
 Manager's Address \_\_\_\_\_  
 \_\_\_\_\_  
 Manager's Phone \_\_\_\_\_  
 Manager's E-mail \_\_\_\_\_

I \_\_\_\_\_ (coach's  
 name) hereby certify that my roster is accurate and  
 that all players listed are eligible to play.

Manager's Signature \_\_\_\_\_ Date \_\_\_\_\_

Player Name Grade/Age  
 1. \_\_\_\_\_  
 2. \_\_\_\_\_  
 3. \_\_\_\_\_  
 4. \_\_\_\_\_  
 5. \_\_\_\_\_

Changes to roster can be made up to start of first  
 game. The term "Manager" above refers to an  
**adult** (over age of 26) manager/coach who will  
 serve as a point of contact for the team.

Note: Team managers should collect team fees and  
 provide ITZ with one payment for entire team.  
 ITZ is not going to collect payment from  
 individuals (exception for house teams)

### Team Fee Chart\*

Incorporating ITZ AAU 40% discount  
 Total # of players on Team

# ITZ AAU	3	4	5
0	\$100	\$100	\$100
1	87	90	92
2	73	80	84
3	60	70	76
4		60	68
5			60

*Rounded to whole dollar*

### Player Fee Chart: ITZ AAU Player

Incorporating ITZ AAU 40% discount  
 Total # of players on Team

ITZ AAU	3	4	5
each	\$20	\$15	\$12

### Player Fee Chart: Non-ITZ AAU

Total # of players on Team

NON-ITZ	3	4	5
each	\$33	\$25	\$20

\*2017 ITZ AAU players receive 40% off. Individual  
 players receive the discount, not the entire team.

### Why Play 3 v 3?

- 3 v 3 is one of the simplest, most fundamental  
 forms of basketball training. It encompasses  
 every major offensive scheme: pick and roll,  
 give and go, back door cuts, away screens,  
 down screens, handoffs, moving without the  
 ball, etc.
- WITHOUT defensive gimmicks: NO full court  
 pressing, NO half court traps. Fewer players on  
 court means more touches per player. Everyone  
 is involved in the game.
- No transition game. No fast break, coast to  
 coast baskets—nothing but fundamental half  
 court offense.
- Games are fast paced and high scoring.

# 3 on 3 Basketball Tournaments Fall-Winter 2017

at

## In the Zone



Sunday, September 17  
 Columbus Day, Monday, October 9  
 Saturday, Oct 28  
 Black Friday, Friday, Nov 24  
 New Year's Eve, Sun, Dec 31  
 Martin Luther King Day, Mon, Jan 15, 2018  
 Presidents Day, Mon, Feb 19, 2018



6870 Chrisphalt Drive  
 Bath, PA 18014  
 610-837-8605

[www.inthezonesports.biz](http://www.inthezonesports.biz)

# Overview

*In the Zone* will be holding several separate 3 on 3, half court Basketball Tournaments during the fall and winter 2017-18 under the following general terms:

## Age Brackets:

- 3-4 grade
- 5-6 grade
- 7-8 grade
- 9-10 grade
- 11-12 grade

Some brackets might be combined or changed slightly depending on sign-ups. Typically grades 9-12 are combined.

- Max. 5 Players/Team
- Male and Female are separate brackets

**Format:** Generally there are 2 preliminary games used for seeding and then teams enter single elimination bracket play. 3 game guarantee. Brackets with 4 teams: play each team once, best records advance to championships. Tie breakers: 1) head to head 2) Point differential among teams involved in tie (max 15/game) 3) Most points scored between teams involved in tie 4) coin flip.



**Referee:** There will be one referee assigned for each game.

## Games:

- 20 minute, half court games with running clock; stop clock last 2 minutes on whistles and made baskets. Clock also stops for technical fouls.
- Three 30-second timeouts per game; one additional 30-second time out for each OT period.

- 2-minute overtime followed by additional 1 minute overtimes.
- No “make it, take it”
- NO STALLING: Due to the limited number of players on the floor, it is extremely difficult to defend a stalling offense; therefore, stalling is not allowed. Stalling is defined as not making an effort to attack the basket within 5 seconds. An attack is considered taking 2 steps toward the basket. The referee will warn the team after the first offense; subsequent offenses will result in technical fouls assessed to the bench (these T’s do not count toward removal of coach or player).

## Checking/Take Backs

- The ball must be taken back (not checked) after each change of possession (steal, defensive rebound, etc). The defensive team must take the ball back even if the offensive team shoots an air ball. Failure to properly take the ball back will result in a stop in play and checking the ball (no turnover). If a basket is made after an improper take back, the basket will not count.
- The take back line is the 3-point arc.
- To properly take the ball back, the player with the ball must touch/go over the 3-point arc.
- The ball will be checked after each made basket and stop in play (i.e. violation, out of bounds) at the top of the key behind the 3 pt arc.
- When checking the ball, the offensive player tosses the ball to the defensive player who then gives the ball back at about waist level and in a manner that the offensive player can easily control the ball. Once the offensive player receives the ball, the game is live. There will be no “street” moves or funny/cute checking procedures. Failure to check properly will

result in a warning to the team. 2<sup>nd</sup> team violation will result in a technical foul.

## Fouls/Foul Shots

- Each player is allowed 5 personal fouls each game.
- Fouls shots are performed the same way they are in regular 5 on 5 games.
- Bonus will occur on the 7<sup>th</sup> team foul. Double Bonus will occur on the 10<sup>th</sup> team foul.
- Any player or coach receiving two technical fouls will be ejected from that game and will not be allowed to play in their next game.

## Miscellaneous

- Substitute on any dead ball including made baskets.
- First possession for game and each overtime period is determined by coin-flip. Then alternates.
- Rules meeting for players and coaches 20 minutes before first game. Coaches responsible for ensuring that players who miss the meeting know the rules.
- Any player ejected for fighting will be expelled from the tournament.
- 5 minute grace period from start of game before forfeit is announced.
- Half court line is out-of bounds.
- Each team should supply one responsible person to assist the scorekeeper and/or clock operator.
- 3<sup>rd</sup> & 4<sup>th</sup> grade brackets will play with a 28.5” ball and a 12-foot foul line. 5-6<sup>th</sup> grade w/ 28.5” ball.
- Games can continue with a minimum of 1 player.
- Other PIAA playing rules in effect except regarding score book and uniform requirements.