

Martin Luther King Day 3 on 3 Basketball Tournament Schedule January 18, 2021

Boys 3/4 th Grade		Boys 5/6 th Grade		Boys 7/8 th Grade	
Bucks	4-0	Team Barona	2-2	East Side Ballers.	2-2
Green Acres	0-3	Team Williams	1-2	EBBC Wolves	0-3
Schnecksville	1-2	Team Thom	0-3	Nazareth	4-0
Oley Valley	2-2	Burley's Gym	4-0	Bean Bag Boys	1-2

Girls 5/6 th Grade		Girls 7/8 th Grade	
Outcasts	1-3	Team Snyder	4-1
Team Kusko	2-1	Hot Shots	1-2
Lady Red	2-3	Stroudsburg	3-1
Team Jazelle	0-3	Exec Ed	0-3
Team Leszcynski	4-0	Keystone Karma	4-0
Lightning BBall.	2-1	Outcasts	1-3
		On Mission	0-3

“It’s not the violence of the few that scares me, it’s the silence of the many.” MLK, Jr

Tournament Format:

- 4 team divisions: Each team plays the other 3 teams. 2 best records play in finals.
- 6 team divisions: 2 seeding games then, single elimination playoffs.
- Tie Breakers: Head to head; point diff among teams in tie (max 15pts); Most pts scored; fewest pts allowed. Coin flip.

NOTE: Court #1 is the ½ court nearest the snack bar; Court #2 is the ½ court with the red scoreboard; Court #3 is the ½ court with the blue scoreboard; Court #4 is nearest the fence; #5 is gray ct by fence, #6 is gray court near black scoreboard

Schedule: Note: 8B=7/8th grade Boys, 8G=7/8th grade Girls, etc. *Winners Bolded and Highlighted*

Time	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6
9:30	4B: Oley v Acres 20-12	4B: Bucks v Schnecksville 15-10	6B: Barona v Thom 18-12	6B: Burleys v Williams 21-11	8B: Wolves v Ballers 28-22	8B: Naz v BeanB 49-13
10:00	4B: Acres v Schnecksville 8-7	4B: Oley v Bucks 20-5	6B: Barona v Burleys 27-19	6B: Thom v Williams 23-15	8B: BeanB v Wolves 35-29	8B: Naz v Ballers 34-29
10:45	4B: Oley v Schnecksville 10-5	4B: Acres v Bucks 20-5	6B: Barona v Williams 36-32	6B: Thom v Burley 35-10	8B: Wolves v Naz 40-16	8B: Ballers v BeanB 34-29
11:15		4B: Finals Bucks v Oley 21-19		6B: Finals Burleys v Barona 34-17		8B: Finals Naz v Ballers 43-25
11:45					8G: Snyder v On Mission 34-22	

12:15	6G: Jazelle v Lightning 21-14	6G: Kusko v Red 19-15	6G: Leszc v Outcasts 33-6	8G: Snyder v Hot Shot 27-23	8G: SBurg v Exec Ed 41-12	8G: Karma v Outcasts 33-12
12:45	6G: Leszc v Red 29-18	6G: Kusko v Jazelle 23-5	6G: Outcasts v Lightning 17-16	8G: Karma v On Mission 34-22	8G: SBurg v Outcasts 20-17	8G: Exec Ed v Hot Shots 30-18
1:30		6G: Play-in Lighting v Red v 32-10	6G: Play-in Outcast v Jazel. 28-10	8G: Quarters Outcast v Hotshot 21-18	8G: Quarters Snyder v Exec Ed. 34-8	8G: Quarters SBurg v On Mission 30-28
2:00		6G: Semis Kusko v Red 20-15	6G: Semis Leszc v Outcast 40-16		8G: Semis Karma v Outcast 31-18	8G: Semis SBurg v Snyder 38-36
2:30			6G: Finals Leszc v Red 24-8			8G: Finals Karma v Snyder 26-23

*Should be teams that haven't played each other yet.

Game Rules:

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 when the referee informs the scorer that a Technical Foul has been assessed.
- Made shots from behind the 3pt arc are worth 3 pts; other FG are worth 2; Foul Shots are worth 1.
- 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 sudden death.
- 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. 2nd 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 7th team foul. Double Bonus will occur on the 10th 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; procedure is similar to regular games.
- First possession for game and each overtime period is determined by coin-flip. Then alternates.
- Coaches are responsible for ensuring that players know the rules of the 3v3 format.
- Any player ejected for fighting will be expelled from the League.
- 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.
- 5-6th 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.