

President's Day

3 on 3 Basketball Tournament Schedule

Monday, Feb 21, 2022

Team List: Formant Team Name (Coach) Abbreviation used for schedule grid; Winners highlighted

Boys 32-2/4 th Grade		Boys 5/6 th Grade		Boys 7/8 th Grade	
Hawks (Ianetta), Hwk	2-1	Team Swish (Christman) TSw.	4-2	Lab Boys (Christman) LB	0-3
Macungie Magic (Socci) MM.	2-2	Unstoppables (Milford) Us.	0-3	Panthers A (Wilson) PA	2-2
Wind Gap (Meyers) WG	0-3	Powerballers (Grzenda) PB.	2-1	Panthers B (Wilson) PB	0-3
Upward Raptor (Thomson) UR	1-2	Brewers (Nowroski) Bru	3-2	Team Skipper 8, S8	4-0
Gronks Gang (Runkle) GG	4-0	Toon Squad (Matthews) TSq	0-3	Easton Shootas (Transue) ES.	2-2
Little Canes (Knoble) LC	3-2	Knights (Hendershot) Kni	2-1	Blue Elmos (Youngkin) BE	3-1
		Heat (Moyer) Ht	2-2		
		LV Warriors (Thom) LVW	6-0		
High School Boys		OTG (Williams)	3-1		
Panthers (Lutri) Pan	0-3	Crusaders (Shields) Cru	0-3		
Nazareth (Hasker) Naz	3-1			Girls 7/8th Grade	
Schnecksville (Beck) Sch	2-1	Schnecksville (Zeisloft) Sch	2-2	Team Leszcynski, TL	3-2
Team Logan, TL	2-2	LMacThunder (Hullfish) LMT.	2-2	Griddy Girls (Coleman) GG.	3-2
		PennJersey Conn (Behme) PJC	1-2	Team Skipper, TS	2-2
		Team Damon, TD	0-3	ITZ Girls, ITZ	5-1
Girls 3/4th Grade		Naz Warriors (Defebbo) NW	1-2	The Aces (Rogan) Ace	0-3
Knights (Hendershot) Kni.	0-3	Team Skipper 6, S6	4-1	Team Procaccino, TP	3-1
Schnecksville (Zeisloft) Sch.	2-2			Whitehall (Pagan) Wh	1-2
ITZ	3-0			Flight Red (McDonald) FR	1-2
				Flight Black (Barnhart) FB	1-2
				Holy Family (Ryan) HF.	0-3
Girls 5/6th Grade		High School Girls			
Nazy Nets (Spengler) NN.	4-0	Stroudsburg Maroon, SM	2-2		
Stars (Gavin) Str	0-3	Stroudsburg White, SW	0-3		
Southern Lehigh (Bartlett) SL.	2-2	ITZ Girls	1-2		
ITZ	1-2	House	4-0		

Tournament Format:

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

To read schedule: Find the higher grade and gender for your team, then team abbreviation as listed above. Read up for court and left for time. Playoffs are TBD and will be posted asap on tournament score board.

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: 6B=5/6 Boys; 8G= 7/8th grade Girls; HSB=High School Boys; etc.

Time	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6
9:00	6B: PB v Ht 40-7	6B: TSw – Bru. 43-20	6B: TSq v Kni. 27-19	6B: US v Lvw 31-2	HSB: Pan v Naz. 30-21	HSB: Sch v TL. 38-28
9:30	6B: OTG v Sch. 34-29	6B: Cru v LMT. 31-19	6B: PJC v TD 23-20	6B: NW v S6 35-21	Hsg: Girls v SM. 23-20	HSG: House v SW. 25-18
10:00	6B: US v Kni 18-8	6B: TSq v PB 48-10	6B: Lvw- TSw. 35-29	6B: Bru v Ht 35-18	HSB: Sch v Pan 37-20	HSB: Naz v TL. 36-27
10:30	6B: LMT v NW. 35-32	6B: OTG v PJC. 35-15	6B: Cru v S6 42-21	6B: TD v Sch 35-32	HSG: Girls v SW. 26-24	HSG: House v SM. 30-25
11:00	6B Sweet 16 LVW v TSq 36-9	6B Sweet 16 PB v Bru 25-24	6B Sweet 16 Kni v Ht 45-12	6B Sweet 16 TSw v US 53-4	HSB: Pan v TL 25-21	HSB: Naz v Sch 39-31
11:30	6B Sweet 16 OTG v Cru 46-34	6B Sweet 16 S6 v TD 35-20	6B Sweet 16 Sch v NW 25-24	6B Sweet 16 Lmt v PJC 37-28	HSG: Girls v House 32-25	HSG: SM v SW 33-29
12:00	6B: Quarters S6 v Ht 42-31	6B: Quarters LVW v LMT 25-18	6B: Quarters TSw v Sch 45-21	6B: Quarters OTG v Bru 33-26	HSG: Finals House v SM 32-25	HSB: Finals Naz v TL 37-31
12:30	6B: Semi LVW v Bru 22-11	6B: Semi TSw v S6 37-32	4B: Hwk v MM. 18-16	8B: LB v PA 49-40	8B: PB v BE 32-14	8B: ES v S8 28-16
1:00	4B: WG v UR 22-9	6B: Finals LVW v TSw 38-25	4B: GG v LC 19-17	8B: BE v PA 42-41	8B: LB v S8 36-22	8B: PB v ES 42-23
1:30	4B: Hwk v WG. 46-5		4B: LC v UR 40-8	4B:MM v GG 31-7	8B: Play-in PA v PB 47-45	8B: Play-in ES v LB 40-28
2:00	6G: SL v NN 30-14	4B: Play-in LC v WG 64-4	4B: Play-in UR v MM 30-4	6G: Str v ITZ 16-4	8B: Semi BE v ES 30-26	8B: Semi S8 v PA 37-33
2:30	8G: TL v TP 34-27	4B: Semi Hawk v LC 25-13	4B: Semi GG v MM 27-13	8G: FR v Wh 28-23	8G: Ace v HF 24-21	8B: Finals S8 v BE 49-25
3:00	4G: ITZ v Sch. 8-3	6G: NN v ITZ 19-2	6G: Star v SL 19-3	8G: TS v GG 30-25	8G: ITZ v FB 34-16	8G: TL v Wh 43-20
3:30	4G: Sch v Kni 7-5	4B: Finals LC v GG 22-11	8G: ITZ v TP 40-32	8G: GG v FR 35-32	8G: TS v HF 26-19	8G: Ace v FB 32-6
4:00	4G: ITZ v Kni. 10-3	6G: SL -ITZ 14-12	8G: Play-In ITZ v HF 43-15	8G: Play-In TL v Aces 56-33	6G: NN -Star 26-15	
4:30	4G: Semi Sch v Kni 5-2	6G: Finals NN v SL 41-2	8G: Quarters TP v FR 33-28	8G: Quarters ITZ v Wh 39-14	8G: Quarters GG v FB 28-10	8G: Quarters TS v TL 42-37
5:00		4G Finals ITZ v Sch 14-1	8G: Semi TP v GG 35-32	8G: Semi ITZ v TL 38-35		
5:30			8G: Finals ITZ v GG 35-28			

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

Game Rules:

- 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 high school 3-point arc (the one closer to the basket)
- 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 HS 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.