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**SUSSEX COLLEGES 3V3 BASKETBALL TOURNAMENT**

**An event sponsored by**

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| **When?** | ***November 22nd 2015 12:30-4pm.*** |
| **Where?** | ***Brighton University Sports Centre, Village Way, Brighton, BN1 9PH.*** |
| **How to register?** | ***Complete and return the registration form by November 8th to*** [***tellomiguel9@gmail.com***](mailto:tellomiguel9@gmail.com) |
| **How much?** | ***£20/team (max 4 players).*** |
| **Age group?** | ***Any 15 to 20 year olds (unrestricted)*** |

|  |  |  |
| --- | --- | --- |
| TEAM NAME: | | |
| Player Name | Player email address | Player date of birth |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |

Payment by cheque or cash on the day. To reserve a place please complete the form and send to [tellomiguel9@gmail.com](mailto:tellomiguel9@gmail.com)

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**Rules**

**Where possible official FIBA 3v3 rules will be applicable in this tournament, some adaptations however have been made in order to suit the time available for this tournament. Below are the fundamental rules:**

* Each team shall consist of 4 players (3 players on the court and 1 substitute).
* A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
* Every shot inside the arc shall be awarded one 1 point. Every shot behind the arc shall be awarded 2 points. Every successful free throw shall be awarded 1 point.
* The regular playing time shall be as follows: one period of 8 minutes running clock! The clock shall be stopped during the last minute on a dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team’s hands).
* After a successful shot, the defending team will restart the game from the top of the 3 point arc and must check the ball with the opposite team before beginning play.
* A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls
* Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession.
* Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.
* If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
* Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.
* One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.
* Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on. 1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison); 2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only); 3. Most points scored in average (without considering winning scores of forfeits).

For any queries, please email Miguel on [Tellomiguel9@gmail.com](mailto:Tellomiguel9@gmail.com).