



## Tournament Rules

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| Court and Ball                            | Game is played on half of a full court.<br>8U - 12U teams have the option to play with a 28.5. All other division, there is no rule on what size ball to use. |
| Team Rosters                              | Team consists of 3 - 5 player rosters   |
| Court Official                            | 1 per court, who will keep score, monitor fouls and enforce tournament rules  |
| Time-Outs                                 | Each team is given 2-30 second timeouts per game, timeouts to not stop the game clock.  |
| Initial Possession                        | The game still begins with tip at the foul line.  |
| Scoring                                   | 1 point awarded for free throws & inside the arc scoring. 2 points awarded for shots made outside the arc   |
| Game Duration and Score Limit             | First to 21 points (16 for 8U & 10U) or whoever has the highest point total at the end of 20 minute running game clock  |
| Overtime                                  | <b>There is no extra time, if a tie at the end of the game timer. The next basket made wins.</b>  |
| Free Throw(s) in the act of shooting      | 1 free throw (make or miss) fouled team<br>2 free throws, if foul committed behind the arc (miss, 1 shot of the basket is made).                              |
| Foul Limit per team                       | 8U and 10U (no foul outs), 5 fouls to disqualification for all other divisions.   |
| Penalty Scoring                           | A 1 and 1 will be rewarded at the teams 7th foul ( <b>there is no double bonus</b> ).   |
| <b>Possession Transitioning Rules</b>     |   |
| ... following a dead ball, or made basket | The non-scoring team checks the ball at the half court, scoring team is not on defense  |



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| ...following a defensive rebound (ball hits the rim)  | Ball is to be dribbled/passed behind the arc ( <b><u>top of the key only</u></b> ) before it can be scored   |
| ...following a steal (shot attempt that doesn't hit the rim)  | Ball can be scored <b><u>immediately</u></b>   |
| ...following a jumpball situation   | Defense possession   |
| Substitutions   | In dead ball situations only, prior to the check of the ball. The substitute can enter the game after his teammate steps off the court and <b>establishes a physical contact</b> with him behind the end line opposite the basket. Substitutions require approval from the court official. |
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| <ul style="list-style-type: none"> <li>• Court Official is the final authority for decisions made at their basket. If you have an issue, please fill out a game review feedback card located at the scores table (during your game).</li> </ul> |  |
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## Tournament Rules

### Contest Rules

| DUNK CONTEST<br>Sponsored by ...   | 3-POINT CONTEST<br>Sponsored by You Hoop Organization   |
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| <p><b>DETERMINING THE WINNER</b></p> <ul style="list-style-type: none"> <li>A total of up to seven (7) contestants will then compete in both a 9 foot (<b>players under 6' only</b>) and a 10 foot dunk contest to be judged by up to four (4) impartial judges. Each dunk shall be judged on a scale of 1-10.</li> </ul>  | <ul style="list-style-type: none"> <li>Participants must be in athleticwear (athletic shoes only; no boots, no jeans/dress slacks)</li> <li>Preliminary rounds will be held during the day 11 am - 12:30 pm during the day of the contest.</li> <li>Elimination rounds will be 1 pm - 2pm</li> </ul>  |
| <ul style="list-style-type: none"> <li>Each contestant will get three (3) attempts per rounds to perform their dunk. 1 dunk per round per contestant. Each round contestants will be eliminated. Elimination is based upon lowest score after each round. Each contestant must complete dunks that meet the following criteria (at least) in order to advance and win the Dunk Contest:               <ol style="list-style-type: none"> <li>First Round Dunks: One or Two handed dunk**</li> <li>Second Round Dunks: Alley Oop/Off the bounce styledunk**</li> <li>Championship Round Dunks:</li> </ol> </li> </ul> | <ul style="list-style-type: none"> <li>Participants will have 1 minute to complete all five racks.</li> <li>Each rack will have five balls. The first four balls will be worth 1 point and the final ball (Moneyball) will be worth 2 points.</li> <li>The Moneyball cannot be shot until the other four balls on the rack have been shot.</li> <li>Participant can choose which corner to start from, but cannot start from the top of the key or either wing</li> </ul> |



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| <p>Cradles, Windmills, Crowd Participation Dunk, or Posterize Dunk</p> <p><i>*not limited to, used to encourage creativity.</i></p>  |   |
| <ul style="list-style-type: none"> <li> <b>Posterize Dunk</b> The fourth &amp; final dunk of the Championship Round will be a Posterize Dunk, with Finalist A trying to dunk over Finalist B and vice versa             <ol style="list-style-type: none"> <li>The defender must start under the hoop and only challenge vertically</li> <li>The defender cannot foul. If the defender does foul, as judged by a referee that Producer will provide, the dunker will be permitted to dunk again and on the second attempt, the defender cannot jump to defend the dunk.                 <ol style="list-style-type: none"> <li>If the defender blocks the dunk cleanly, the dunker will receive zero (0) points for the dunk.</li> </ol> </li> </ol> </li> </ul> | <ul style="list-style-type: none"> <li>Participants feet cannot be on the line when he/she attempts shot. Spotter will notify shooter and official scorer if infraction occurs.</li> <li>The top four participants with the highest score advance to the semifinals. (Tiebreaker: participant with the most Money balls made will advance; if tie persists, there will be a 1-minute shoot-out where the same rules apply.)</li> <li>The semifinal round will follow the same rules as above with the top two advancing to the Championship Round.</li> <li>The Championship Round will follow the same rules as above with the player who scores the most points becoming the Champion.</li> </ul> |
| <p><b>Winner Receives:</b></p>   | <p><b>Winner Receives:</b></p>  |



## **Tournament Rules**

1. Teams can consist of three, four or five players: three starters and one or two substitutes. All players must be age 8 or older.
2. Adult teams (at least one player over age 18) will be placed into one division. Youth divisions will be grouped based on the average ages of each team and the captain's request for Competitive or Recreation level competition.
3. No roster changes may be made after a team starts its first scheduled game.
4. All teams will play a minimum of at least three (3) scheduled games.
5. Games are played on a half court using City of Ballers 3 vs. 3 rules. View and Download " 3 vs. 3 Game Day Rules & Regulations" for full list. <https://playpass.com/adreeam/new-rules-regulations-w1126>
6. All captains **MUST** provide age verification for all team players at the **MANDATORY** Team Check in Friday, Sept 28th. **EACH PLAYER MUST CARRY PERSONAL PICTURE IDENTIFICATION** (birth certificate for minors). Inaccurate information is grounds for immediate disqualification of the entire team. The A.D.R.E.E.A.M. FOUNDATION reserves the right to verify any player's identity and age.
7. The A.D.R.E.E.A.M. Foundation reserves the right to reduce the number of scheduled games, or shorten games, due to unforeseen circumstances. All team correspondence will be made to the designated team captain.
8. \$2,000.00 Cash Prize is for the winning team of the Adult Baller Division only.
9. Each team is required to have a representative (team captain) to pick up their teams' registration packet at the **MANDATORY** Team Check-in, Friday September 28th.  
at the HyVee Arena, T.B.A.
10. If teams' registration packets aren't pick up prior to September 29, 2018, or if arrangements aren't made by email at [info@adreeam.org](mailto:info@adreeam.org); you will be charged a late fee of \$25.00 (cash only), that will be required on September 29, 2018, prior to starting your first game.
11. Entries Fees are non-refundable.