



BASKETBALL

(3-ON-3 Half Court)



Date: Friday, September 30, 2011
Time: 9 a.m.
Venue: Hillcrest Community Center, 1800 SE 21st Street

KSO2011 Entry Regulations:

1. The age division for all competition of KSO 2011 will be determined by the age of the youngest team member as of December 31, 2011.

KSO2011 Format:

1. If numbers are conducive, teams will be divided into pools within their age division. Within each pool, a single round-robin tournament will be played. Each team will play a minimum of three games provided that all teams entered in the age group are present. Age groups with single team entries will be given exhibition opportunities with the nearest age group. A single team entry will be an automatic winner and will not detract from the record of any opposing team.

KSO2011 Sport Rules:

1. This tournament will be conducted in accordance with National Collegiate Athletic Association (NCAA) rules except as modified herein. For a copy of NCAA rules contact: **National Collegiate Athletic Association, Post Office Box 6222 Indianapolis, IN 46206-6222, Phone (317)-917-6222, www.ncaa.org**
2. No black-soled shoes will be permitted on the gym floor. Balls will be provided.
3. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
4. Games shall be played on half court by two teams of three players each, with a maximum of seven substitutes.
5. Playing times shall be two halves of 12 minutes of a continuously running clock with an intermission of 5 minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
6. A tie score at the end of regulation time will result in a three-minute stop clock overtime period with ball possession determined by a coin flip. If still tied, subsequent three-minute periods shall be played until the tie is broken.
7. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional timeout, regardless of the number of overtimes. Timeouts shall be 30 seconds in duration. The clock will not run during timeouts.
8. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court.

9. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded
10. Deliberate stalling or attempts to freeze the ball shall result in a technical foul and loss of ball possession. A warning shall be given by an official prior to assessing the penalty. During the last two minutes of the ballgame, and during any overtime period, teams shall attempt a shot within approximately 20 seconds of gaining possession.
11. The game shall be played using the three-point line as the 'check line'. The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The teammate receiving the pass may be in front of or behind the check line.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
12. Following a made basket or dead ball change of possession, the ball must be put in play within five seconds. If the ball is not put in play within five seconds, it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.
13. Defenders may not cross the check line to guard the player throwing in the ball until after that player has made the first pass.
14. A player is disqualified on his/her 5th foul. Technical fouls will be assessed in accordance with NCAA rules.
15. All personal and technical fouls shall be counted against a team total. After the 7th team foul, a bonus shall be awarded for the remainder of the game. Penalties for fouls shall be as set forth below.
16. Prior to the 7th team foul.
 - a) Any common foul shall result in loss of possession for the offending team;
 - b) Any player control foul shall result in disallowing a converted basket and loss of possession;
 - c) Any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession.
 - d) Any shooting foul with a converted basket shall result in the basket being awarded along with a one free throw, and the offended team shall retain possession.
17. After the 7th team foul:
 - a) Any common foul shall result in a single free throw and the offended team shall retain possession;
 - b) Any player control foul shall result in disallowing a converted basket and in a single free throw which, if made, shall entitle the shooter to a second free, throw and the offended team shall retain possession;

- c) Any shooting foul with a missed basket shall result in two free throws and the offended team shall retained possession;
 - d) Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw and the offended team shall retain possession.
18. After the 10th team foul:
- a) Any common foul shall result in two free throws and the offended team shall retain possession;
 - b) Any player control foul shall result in disallowing a converted basket and in two free throws, and the offended team shall retained possession.
 - c) Any shooting foul with a missed basket shall result in two free throws and the offended team shall retain possession.
 - d) Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw and the offended team shall retain possession.
19. During the last two minutes of the second half, and any overtime period, automatic possession after free throws does not apply. Live rebounding will be in effect.
20. Team clothing should be of like design and color. Teams are encouraged to have both "home" and "away" uniforms with jerseys numbered front and back.
21. Three point shots are allowed.
22. Officials do not put the ball in play except at the start of each half.
23. Ties for team medal placements will be resolved at the discretion of the director.

Conduct of Basketball Players:

Good sportsmanlike conduct is required of Basketball Players at all times. Any player displaying less-than-desirable conduct at any time towards another player, any meet official, any volunteer or any KSO staff member will be disqualified from KSO competition. The KSO Director and Event Coordinators will enforce this rule at all times.



Kansas Senior Olympics 3-on-3 Basketball Quick Rules



- **Two- 12 minute halves (intermission of 5 minutes)**
- **Clock stops on last 2 minutes of each half when the whistle is blown**
- **During last 2 minutes of 2nd half and OT, teams line up for free throws**
- **Overtimes are 3 minute, with clock stopping on all whistles**
- **Deliberate stalling or attempts to freeze the ball shall result in a technical foul and loss of ball possession.**
- **2 time outs allowed per half (per team) 30 seconds each (1 additional time out for OT)**
- **Substitutions made after basket, foul shot and play has stopped**
- **Made Basket or Dead Ball must be put into play within 5 seconds, at top of the key, or possession lost. Defense cannot cross the check line to guard until 1st pass is made.**
- **Individuals foul out on 5th foul, personal and technical fouls count again the team.**
- **BEFORE 7th foul:**
 - lose possession
 - shooting missed basket = 2 free throws and possession
 - shooting made = 1 free throw and keep possession
- **AFTER 7th foul:**
 - lose possession and 1 free throw
 - shooting missed basket = 2 free throws and possession
 - shooting made = 1 free throw and keep possession
- **AFTER 10th foul:**
 - lose possession and 2 free throws
 - shooting missed basket = 2 free throws and possession
 - shooting made = 1 free throw and keep possession

