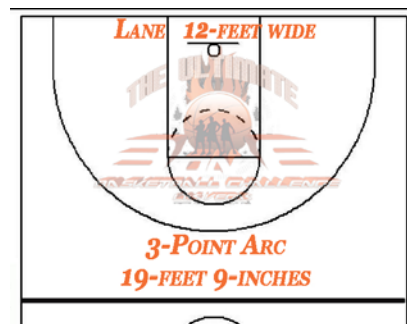




RULES & REGS -- HOW THE GAMES ARE PLAYED

GAMES

1. The Ultimate 3-on-3 Challenge (TUC) is played in a single-elimination format (with 'regionals' similar to NCAA tourney). Losing teams in the 1st and 2nd rounds drop into the Comeback Bracket to play 1 or 2 more games.
2. Length of game: First team to 21 points or 30 minutes, running game time.
 - a. The schedule allows for 5 minutes of warm-up.
 - b. Coin flip determines first possession.
3. Time outs: 1 per game for one minute (clock stopped). Only the captain can call for time out.
4. Overtime: coin flip determines first possession. First to score 3 points wins.
5. Jump ball goes to defensive team.
6. Scoring is two-point field goals inside the arc and three-points (both feet) behind the arc. The arc distance is 19 feet, 9 inches.
7. Substitutions: at any dead ball, waived in by the referee.
8. Injuries: clock stops and the injured player must be replaced and can not return until the next dead ball.
9. One referee and a court supervisor on each court.



All rules determinations are made by the referee or the court supervisor. They are in charge.

10. Play starts from above the top of the arc. Defensive player may also be above the top of the arc. Ball is checked-in by the defense, handed to the offense and play starts. Offensive player may dribble, pass or shoot.
 - a. On the 2nd violation, a change of possession occurs.
11. Ball changes possession after each basket (no 'make it, take it'). Ball checked-in by the defense.
12. "Take It Back" must go behind arc (both feet) after every change of possession.
 - a. On the 2nd violation, a change of possession occurs.
13. Out of bounds: over top edge of backboard, ball touches backside of backboard, or behind side edges of backboard support.
 - a. In bounds: bottom or side edge of backboard, top edge (but not over);
14. Lane violations. Players can not occupy the lane for more than 3 seconds. The lane size is 12 feet by 19 feet.
15. Fouls – On the sixth personal foul a player is disqualified from the game.
 - a. On non-shooting fouls the offense retains the ball out-of-bounds until the 10th team foul. On the 10th team foul, the offense is awarded a point and the ball out-of-bounds.
 - b. On double fouls, the offense retains possession.
 - c. Technical fouls are counted as personal and team fouls.
16. Foul shots – When fouled in the act of shooting and the shot is NOT made: 2 free throws are awarded; and 3 free throws if the foul is beyond the arc. If the shot is made, 1 free throw is awarded.
 - a. On a non-shooting foul, the offense retains the ball out-of-bounds (until the 10th team foul – see #15a above).
 - b. Free throws are dead balls and the opposing team gets the ball after the shot.
 - c. All other players are behind the arc during a free throw.

- d. Free throws must be attempted within 10 seconds as the clock is running.
17. Technicals, intentional and flagrant fouls.
- a. Player is ejected from the game on 2nd technical or intentional foul.
 - b. Player is ejected from game AND the tournament for committing a flagrant foul.
 - i. No refunds will be given for any player or team disqualification or ejection.
 - c. Any of the following may result in technical or flagrant fouls called by the referee or court supervisor: intent to physically hurt another player, vulgar or abusive language or behavior, fighting or throwing a punch, intentional delays.
 - d. Fouled team receives one free throw AND possession for any of the above fouls
18. Dunking is allowed in all games but NOT allowed in warm-ups.
19. Post Game – Referee or court supervisor signs scorecard and winning team brings scorecard to BBall Central & Scoreboard.

Rules & Regulations for The Ultimate 3-on-3 Challenge are subject to change

PLAYERS/TEAM REGULATIONS

1. Each team must have 3 to 5 players on roster and registered prior to event.
 - a. Entry fee is \$2,500. for the Open Division; \$1,500. for any of the Decade Divisions. All entry fees are payable in advance.
 - b. Deadline for roster changes is prior to a team's 1st game.
 - c. A player can be on only one roster.

- d. One player must be designated as CAPTAIN. S/He is the only person permitted to discuss issues and only the captain can call timeouts.
 - e. Games must start with at least 3 rostered players.
 - i. A late arriving rostered player may play.
 - f. Jerseys: Everyone on your team must have the same color jersey; it would be best to bring a dark and light set.
2. Anyone 21 years old & over can play in the OPEN Division.
 - a. Players in college with basketball eligibility remaining are not eligible.
 3. The age of team's youngest player determines Decade Division placement.
 - a. 20s: youngest player is 21-29 at game time (born between 8/79-8/87)
 - b. 30s: youngest player is 30-39 at game time (born between 8/69-8/78)
 - c. 40s: youngest player is 40-49 at game time (born between 8/59-8/68)
 - d. 50+ Your youngest player was born Before Aug. 1958
 4. Ex-pros:
 - a. Are allowed in the 40s and 50s+ Decade Divisions.
 - b. For the 20s and 30s Decade Divisions, a player whose last pro contract was for the 2002-2003 season (or before) is eligible.
 5. Verification: picture ID driver's license and/or passport must be available on-site for all games.
 6. '*The Ultimate Challenge*' (TUC) has the right to disqualify any player or team for any of the following infractions:
 - a. Illegal players: only those registered or added in writing by TUC Commissioner
 - b. False information about team player(s). TUC has the right to request photo identification from any player at any time.
 - c. Vulgar or abusive language or conduct on or off the court. Good sportsmanship and behavior is expected at all times.

d. No refunds will be made for any player or team disqualification or ejection.

7. Safety:

a. Blood – Any player bleeding or has blood on a skin or uniform will be removed from game and allowed to return if bleeding stops and/or the wound is properly dressed. Re-entry into the game is at the discretion of the court supervisor.

b. Jewelry or equipment – a player may be asked to remove something if it is deemed dangerous by ref or court supervisor; no casts are permitted.

c. No alcoholic beverages are allowed in the court area.

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