



## 2019 3 Cities Clash

<b>CONTACT</b>	Robert (509) 205-9659 or <a href="mailto:Robert@3citieshoops.com">Robert@3citieshoops.com</a> Bill (509) 440-4551 or <a href="mailto:Bill@3citieshoops.com">Bill@3citieshoops.com</a>
	ALL teams must register online at <a href="http://www.3citieshoops.com">www.3citieshoops.com</a> by clicking "Enroll" in the center section for the 3 Cities Clash.
<b>TOURNAMENT DATES</b>	February 16 <sup>th</sup> -18 <sup>th</sup>
<b>DIVISIONS</b>	Boys and Girls, 2 <sup>nd</sup> – 8 <sup>th</sup> Grade
<b>REGISTRATION INFO</b>	EARLY (\$20 discount): December 8 <sup>th</sup> – December 16 <sup>th</sup> REGULAR: December 17 <sup>th</sup> – February 6 <sup>th</sup> or until capacity is reached
<b>ENTRY FEES</b>	<b>\$245 – FIVE GAME GUARANTEE!</b>
<b>GAME START TIMES</b>	2/16: 8:30AM to 7:30PM 2/17: 8:30AM to 7:30PM 2/18: 8:30AM to 5:30PM
<b>LOCATIONS</b>	Southridge Sports Complex, Pasco, Kennewick, Richland
<b>RULES OF PLAY</b>	2018-2019 High School Rules will be played, with the following exceptions: <ol style="list-style-type: none"><li>1. No shot clock.</li><li>2. 20-minute running halves: clock will stop last 1-minute of 1<sup>st</sup> half and last 2-minutes of 2<sup>nd</sup> half (unless 15-point lead)</li><li>3. Ball size:<ul style="list-style-type: none"><li>• Boys Grades 7<sup>th</sup>-8<sup>th</sup> will use HS regulation ball</li><li>• Boys Grades 2<sup>nd</sup>-6<sup>th</sup> will use 28.5" ball</li><li>• Girls Grades 2<sup>nd</sup>-3<sup>rd</sup> will use 27.5" ball</li><li>• Girls Grades 4<sup>th</sup>-8<sup>th</sup> will use 28.5" ball</li></ul></li><li>4. Overtime 1:00; 2<sup>nd</sup> overtime sudden death.</li><li>5. 3-minute half-time.</li><li>6. 5-minute minimum warm-up time, or until the scheduled start of the game (whichever is longer)</li><li>7. <b>Four 30-second timeouts per game.</b></li><li>8. <u>Press Rule</u>: NO full court press once team is up by more than 15 points. Teams must retreat back inside the 3-point arc until opponent makes the first pass once past the center line with the ball, then you are allowed to play defense. The offense has the option to cross the center line at any time, however the 10 second backcourt count starts when the defensive team is behind the 3-point arc.</li><li>9. Technical or Intentional fouls – 2 points awarded and ball out of bounds. <b>First technical foul on a coach, "seat belt" rule in effect. Second technical on a coach and he/she is ejected from the gym and out for remainder of tournament.</b> One technical on a player, the player sits on the bench for the remainder of the game. Officials and Gym Administrators have the right to eject a fan, player or coach. NO EXCEPTIONS!</li><li>10. If a fan is removed from a 3 Cities Hoops event, he/she must leave the entire facility is not allowed at any future events until cleared by 3 Cities Administration.</li><li>11. Forfeit time – Game time, unless directed otherwise by tournament administration</li><li>12. Standings tie-break:</li></ol>

- a. Head to Head
- b. Head to Tied Group (more than two teams)
- c. Point difference in Tied Group (max per game is 10 points)
- d. Least amount of points against

### 3 CITIES RULES

### COACHES...PLEASE INFORM YOUR PARENTS AND ASSISTANTS!

1. Admission: ADULTS \$6, SENIORS (55+)/STUDENTS (K-12) \$4 (**AGAIN, INFORM YOUR PARENTS!!**)
2. Officials and Gym Administrators have the right to eject a fan, player or coach. NO EXCEPTIONS!  
**The spectator admission fee is not a license to berate officials, scorekeepers, coaches, players, or anyone associated with our events. COACHES, please understand that you are responsible for the behavior of your team's spectators. Keep that in mind when building your roster.** If a fan is removed from a 3 Cities Hoops event, he/she must leave the entire facility is not allowed at any future events until cleared by 3 Cities Administration.
3. Roster must be entered online under "manage rosters" in your team sideline account before first game or team will forfeit. All players must have AAU card before participating at any capacity.
4. A player may play for only ONE team PER GRADE LEVEL during tournament play.
5. Players can play divisions above grade level.
6. Players cannot wear jewelry of any kind during games.
7. Players cannot switch teams once games have started.
8. We reserve the right to refuse entry into our events.
9. Each team will be allowed **TWO FREE ENTRIES** for the head coach and a scorekeeper. An assistant may be admitted free in lieu of a scorekeeper, but coaches will then need a volunteer score keeper, who must pay admission.
10. Please return score sheets to admission gate immediately following the game.
11. Coach (or designee) of winning team reports scores online after games
12. ALL persons on the bench must possess current AAU cards.

*This event is licensed by the Amateur Athletic Union of the U.S., Inc. All participants must have a current AAU membership. AAU membership may not be included as part of the entry fee to the event. AAU Youth Athlete membership must be obtained before the competition begins except where the event operator has a laptop available with an internet connection. Be Prepared: Adult and Non-Athlete memberships are no longer instant and cannot be applied for at event. Please allow 10 days for membership to be processed. Participants are encouraged to visit the AAU web site [www.aausports.org](http://www.aausports.org) to obtain their membership.*