



Who to contact?

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How to Register?

Register at 3citieshoops.com

Cost of Slamtastic?

\$150 per 4 person team

Who Can Play?

The tournament is open to players entering grades 2 through 12, as well as all adults. A designated coach is required for all youth teams. A player may not participate on multiple teams within the same bracket

Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players.

Basketball Size

The woman's size ball will be used for all female games and any male games consisting of players entering grades 2 through 6. The full-size ball will be used for all other games.



Bracket Types

Teams consisting solely of players entering grades 2 through 12 will be bracketed according to the highest player's 2022-2023 school year grade level. Tournament officials reserve the right to verify a player's entry. False information will be grounds for dismissal from the tournament.

Basket Height

2nd & 3rd grade will be at 8'
4th grade will be at 9'
5th grade above will be at 10'

Fouls

Basketball officials, acting as court monitors, will call fouls for all games.

- Successful field goal on a foul will result in made basket and 1 free throw
- Intentional, flagrant, or technical fouls result in 1 point plus ball
- Last 5 minutes of the game all common fouls will be 1 and 1. Change of possession after first FT is missed. Change of possession after second FT.

However, a basket shall not count when an offensive foul occurs. If the fouled player is in the "act of shooting" a two-point shot, which is missed, that player will be awarded two free throw shots. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After the last free throw shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the official's observation of the act, is not a legitimate attempt to directly play the ball. An intentional foul result in one point for the offended team and possession of the ball.

Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul result in one point for the offended team and possession of the ball. At the discretion of the official - the player committing the foul will be suspended from play for the remainder of that game and for the rest of the tournament.

Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

Keeping Score

All made baskets from inside the two-point arc count for two points and made baskets from outside the three-point arc count for three points. The first team to 30 points is the winner. (See the Length of Game Exception). There is NO win by 2 rules.

Scorekeeper

Each team will need to have a scorekeeper. Both scorekeepers will need to continually communicate score to be assured accuracy.

Length of Game Exception (Overtime)

The first team to reach 30 points within 25 minutes of play is declared the winner. The team that reaches 30 points does not need to have a winning margin of 2 points or greater. The 25 minutes clock is stopped during team timeouts and if the court monitor stops play for a

player injury or other unusual circumstance. In all situations, the court monitor shall declare a technical foul if he/she determines that a team is intentionally stalling to run out the clock

If neither team has reached a score of 30 points, the court monitor shall stop the game after 25 minutes of play and the team with the most points is declared winner.

Overtime

If the score is tied at the end of the 25 minutes the team with the ball will check the ball in - the first team to score wins.

Checked Ball

An opposing player must "check the ball before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. The pass may occur anywhere on the court, but the on-ball defender must remain behind the three-point arc.

Change of Possession

The ball will change possession after scored baskets and all free throw attempts, except for Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.

Taking It Back

The ball will be "taken back" on each change of possession, regardless of whether a shot was attempted. Failure to "take it back" results in loss of possession and no points scored. "Taking it back" means bringing your whole body and the ball behind the dashed "take-back" line, and not the sidelines or 3-point arc.

Ball out-of-Bounds

A ball out-of-bounds will be taken out from the top of the key.

Jump Ball

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

Substitutions

Substitutions may only be made during a "dead ball" situation

Time-Out

No timeouts

Player Injury

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Slamtastic 3 on 3 may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

Game Times

All schedules are effective through only the first game for all teams. Following the tournament's first game, each team is required to check the Master schedule online at 3citieshoops.com. - for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 2-minute grace period before a forfeit is enforced.

The Fine Print

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:
Use of Illegal Players The players listed on the team entry form are the only ones eligible for play

on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed, and approved by 8:00 a.m. on Saturday, June 18, 2022. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of the tournament, every player will sign a Release and Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament. False Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

Club Compliance Form
CONCUSSION LAW REQUIREMENTS
Club Compliance Statement

HB1824, otherwise known as the Zachery Lystedt Law, was signed into law on May 14, 2009. It requires, as of July 26, 2009, that additional steps be taken regarding concussions in private non-profit youth athletic programs using school district facilities.

This bill requires training and documentation which AAU Member Clubs must adhere to. AAU players and their parents/guardians must meet these minimum requirements:

1. All AAU member coaches will have to take training on the nature and risk of concussions and head injury including continuing to play after a concussion or head injury.
2. On a yearly basis, a concussion and head injury information sheet shall be signed and returned by the youth athlete and athlete's parents/guardian prior to the youth athlete's initiating practice or competition.
3. All athletes suspected of suffering a concussion or brain injury will be removed from practice or competition and not returned to play until cleared in writing by a licensed health care provider trained in the evaluation and management of concussions (Medical Doctors, Doctor of Osteopathy, Advanced Registered Nurse Practitioner, Physicians Assistants, and **Certified** Athletic Trainers).

3 Cities Hoops

Compliance Statement for HB1824

Youth Sports-Head Injury Policies

This page must accompany each league or tournament entry form. Participation in AAU Sanctioned Events will not be granted until this page is returned and requirements of this application are complete and approved by event operator.

Team: _____ Grade Level: _____

Name of Event: _____ Date of Event: _____

Club: _____ Club

Number: _____

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. BE PREPARED! Adult and Non-Athlete memberships are no longer instant and cannot be applied for at event. Please allow at least 10 days for membership to be processed. Participants are encouraged to visit the AAU website www.aausports.org to obtain their membership.