

Crystal Coast Hoop Fest
3v3 Tournament

Rules:

- Ages 10-12 will use 28.5 size balls.
- Ages 13-14 & 15-17 will use 29.5 balls.
- Min of 3 players, max 4 players on a team.
- Teams will play on the half court.
- Opening possession will be determine by "rock paper scissors".
- Ages 10-12 is a 12 min running clock. -Ages 13-15 and 15-17 will be 10 min running clock.
- One 30 sec timeout allowed per team per game.
- Subs are only allowed on a dead ball, team has 5 secs to sub or 1 point will assessed to the other team.
- Games will be played with 2 pointers (inside the arc) and 3 pointers (outside the arc).
- First team to 21 points or the high score at the end of the 10 or 12 min full game will be the winner of that game.
- If teams are tied at the end of the full game, sudden death will occur. Possession will be determined by "rock paper scissors". First to score at least 2 points will be the winner.
- After a made basket, the ball will be awarded to the prior defense. The ball will be check at the top of the 3 point line.
- Any shot, pass or turnover that doesn't touch the rim CAN be put back or shot by any player for a score.
- Any shot that touches the rim MUST be cleared at any spot past the 3 point line.

- All shooting fouls will be awarded a free throw shot. The clock will stop for this.
- Any common foul, the ball will be taken out at the nearest out of bounds position of the foul.

- Ages 10-12 and 13-14 have 2 game eliminations.
- Ages 15-17 are single elimination.
- Players can register and play for one team in a division unless they are registering for another separate age division, "playing up" in another division.
- A player cannot "play down" from their age.
- No profanity, fighting or poor sportsmanship will be allowed, NO EXCEPTIONS! Any above mentioned will be an automatic disqualification from the tournament. "Trash talking" will be held to a minimum, no exceptions. Referees and host organizer will have the final decision.
- A team has a 5-minute grace period to arrive, after that, the game will be forfeited.

Awards will be given.

- 1st place teams
- 2nd place teams

Crystal Coast Hoop Fest

3 point contest

Rules:

- 29.5 size ball will be used.
- Shooter must shoot behind the 3 point line.
- Each participant gets one round per attempt.
- Ages 10 -12 will have 2 min clock time.
- Ages 13-14 & 15-17 will have 90 seconds.
- Each rack will consist of 4 balls.
- The first 3 balls on the rack will be worth 1 point. The 4th ball, the "money ball" on the rack is worth 2 points for a total possible on each rack of 5 points.
- There will be two different "buzzer beater" balls set further back from the other racks between the wing areas. The "buzzer beater" is worth 10 points each.
- There will be a total of 7 different spots around and beyond the 3 point line.
- A maximum possible score of 45 per round.
- Tie score will have a sudden death.
- Sudden death will consist of one full rack from your choice of location behind the 3 point line.
- Shooter with the highest score per round will advance.
- Number of heats will be determined per registered shooters.
- Lowest score/s in each heat will be eliminated.

Violations:

- Rebound ball and shoot = No point
 - Shooter moves racks = No point
 - Shot after time expires = No point
 - Shooter crosses 3 point line = No point
- No profanity or poor sportsmanship will be tolerated. NO EXCEPTIONS! This will get you disqualified from the tournament. Referees and host organizer has final decision.

Awards:

- 1st place

Crystal Coast Hoop Fest Dunk Contest

Rules:

- Ages 10-12 ball size 28.5
- Ages 13-14 & 15-17 ball size 29.5
- The number of heats/rounds will be determined by the amount who register.
- A dunk will be cleanly put through the rim with one or two hands to count.
- The rim will be set for each age-appropriate division to allow them to perform a clean dunk. No lower than 6.5 feet and no higher than 9ft.
- Ages 10-12 rim height will be between 6.5- 7ft.
- Ages 13-14 rim height will be between 7- 8ft.
- Ages 15-17 rim height will be between 8- 9ft.
- Each dunker will have up to 60 seconds to complete a successful dunk.
- The dunker can have as many attempts in their 60 seconds to complete one successful dunk.
- The dunker will be judged after each dunk for a possible maximum score of 10 from each judge.
- If the dunker cannot perform a successful dunk within the time, a score of 0 will be assessed.

- There will be 5 judges.

- Dunks will be judged on...

Creativity = originality of dunk

Execution = clean and powerful dunk

Difficulty = how hard was it to perform

Style = flair and crowd reaction

- Props are allowed (players, balls) but must be approved by staff and host
- No unsafe or dangerous props allowed.
- No rim hanging (possible disqualification may occur).
- Highest score dunkers from each heat/round will advance to next heat/round.

- A sudden death will occur if a score is tied in the final
- A dunk off will determine winner
- Sudden death, dunker gets 1 dunk attempt in 30 seconds.
- It will continue until a winner is decided.

- Awards will be given to

1st place = Dunk Champion

MVD = Most Valuable Dunker (Crowd judges)

Crystal Coast Hoop Fest

Free throw contest

Rules:

- Ages 10-12 will use 28.5 size balls.
 - Ages 13-14 & 15-17 will use 29.5 balls.
 - The format will be single elimination style.
 - The number of rounds will be determined on amount of registered players.
 - Shooter with most points in each round will advance to next round.
 - Round one, each shooter will have 10 free throws. Each round after that, the number of free throws will be determined by number of participants.
 - All ties will have a face off until a miss free throw occurs.
 - Players shoot 1 free throw at a time, continue until one player makes and the other misses.
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- Shooter must stay behind the free throw line until the ball hits the rim.
 - No stepping over the line early (counts as a miss)
 - Players must shoot within **5 seconds** of receiving the ball.
 - Each made free throw equals 1 point.

Awards:

- 1st place