

Darwin

3on3

Australia Day
Saturday 26 Jan
Mararra Stadium

Cost:	Team fee of \$200
Format:	Teams of 3 to 5 players. Male & Female competitions pending numbers. (If numbers in certain grades are not met, that grade will become mixed) Round-robin games with Finals of 1 v 2 only. Min of 5 games per round dependent upon team numbers.
Age Groups:	13's– Players turning 13 and under in 2013 15's – Players turning 15 and under in 2013 17's – Players turning 17 and under in 2013 Open (18 years and over, One import per team) Masters (turning or over 35 in 2013) Wheelchair (Any age, mixed)
Prizes:	\$2 000 cash prize for Open Men's winners \$1 000 cash prize for Open Women's winners \$750 for Masters and Wheelchair winners Free DBA Registration Fees for Challenge Season for the Winners of 13's, 15's and 17's grades
Skill Contests:	3pt Shoot Out for Under 15's, 17's & Opens – Male / Female \$100 Cash Prize for each winner

Questions & More Information
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Darwin 3 ON 3 Australia Day Tournament - PROPOSED RULES

Other than those stated below, standard FIBA basketball rules apply.

THE TEAM:

Teams may have a maximum of 5 players.

Games may commence and be completed by 2 players per team.

The coach/team manager is the sole spokesperson for the team.

TIMING:

The game will be played in 7 minute halves with a 1 minute interval.

Each team is allowed a 1 minute timeout in each half (clock may stop)

In the case of obvious injury, a 1 minute timeout is allowed at the discretion of the referee.

DEFINITIONS:

The 'take back' line is an area outside the three point line.

'Checking' means that the defensive team must hand the ball to the offensive player.

The ball must be 'checked' on every 'take back' situation. The defensive team may only hold the ball for 2 seconds while 'checking'.

Defensive players are not permitted in the 'take back' area after 'checking' until the ball has been passed.

The offensive team must pass the ball from the 'take back' area within 5 seconds.

THE GAME:

Each player is allowed 5 personal fouls only.

Player substitution is permitted during any dead ball situation.

The team listed first in the draw starts with possession in the first half, second team in the second half.

The ball will change possession after scored baskets. The ball must be taken to the 'take back' line after a basket has been scored.

Both feet of the dribbler must be totally behind the 'take back' line before offence can commence. Any breach is an automatic loss of possession.

Jump balls will go to the defensive team.

The ball must be taken to the 'take back' line after all non shooting fouls. Both feet of the dribbler must be totally behind the 'take back' line before offence can commence. Any breach is an automatic loss of possession.

The ball must be passed from the 'take back' area. It cannot be shot or dribbled. Any breach is an automatic loss of possession.

On a steal of defensive rebound the ball must be taken behind the 'take back' line. Both feet must be completely behind the line.

Defence is permitted and play may restart with a pass, shot or dribble.

Free throws will be awarded as per normal basketball rules. Should the shooting team rebound a missed shot they may shoot immediately. Should the defensive team rebound a missed free shot they must take the ball behind the 'take back' line before attacking the basket.

All other fouls (i.e. technical, unsportsmanlike, disqualifying) as per Official 2012 FIBA Basketball Rules.

A disqualifying foul will result in disqualification of a player without replacement for that game only.

Any player disqualified or reported will face a Game Tribunal immediately after their game has finished. If found guilty, the Game Tribunal may impose penalties ranging from a caution through to suspension from the Round Robin games or the rest of the Tournament. If the Game Tribunal is of the view that the conduct of such poor behaviour that a longer penalty is warranted, it may refer the matter to the DBA Tribunal for a formal hearing.

DRAWN GAMES:

Stage 1: Three players from each team will compete in a shootout from the free throw line. One shot each, alternate shots. Fouled out players may not compete. Teams finishing with 2 players receive 2 shots ONLY.

Stage 2: If stage 1 results in a draw – the first to then miss on equal alternate shots shall lose. In this stage both teams will receive equal alternate shots.

In the event of a draw in a Grand Final a 3 minute extra time period will be played. Coin toss for possession.

THE REFEREE:

Games will be controlled by one referee only. This referee officiates mostly from the base line.

Referee decisions are final. There is no avenue of appeal.

Continual fouling or misconduct will result in individual expulsion from the game, without replacement (disqualifying foul).

MISCONDUCT:

At the discretion of the Tournament Official, the entire team may be disqualified.