
2019 KANSAS CITY CORPORATE CHALLENGE

3-on-3 BASKETBALL

DATES / TIME: Saturday & Sunday, June 1 & 2, 2019
Scheduled game times will be available on the KCCC website on March 29th by 5:00 p.m. ([KCCC Website - www.kccorporatechallenge.com](http://www.kccorporatechallenge.com)).

LOCATION: Mid-America West Sports Complex
Okun Fieldhouse
20200 Johnson Drive
Shawnee, KS 66218

- Each company may enter one Men's team and one Women's team in the 3-on-3 Basketball Tournament. Competition is by Division.
- **A team representative must check-in at event, no less than 30 minutes prior to their scheduled game time, and confirm enough participants to play. Team rosters will not be required, but only players who are registered for KCCC and who have signed the KCCC waiver will be eligible. Teams will randomly be checked for player eligibility. Make sure each participant has a photo ID available at game time in the event of a random check. Failure to show IDs at a random check will result in a forfeit, as well as any point penalties resulting from a forfeit.**
- Game Time is forfeit time. Players must be on the assigned court at game time, otherwise the game will be forfeited.
- The Tournament will be single elimination until quarterfinals (final 8 teams), at which point the tournament will become double elimination. Teams forfeiting their first game in the tournament will be forfeited out of the tournament, and penalty points will be assessed. If a team forfeits a game after having already played a game or games in the tournament, that forfeit will be counted as a loss.
- Teams may have an unlimited number of participants for the tournament. **A maximum of 6 players may be used per game.** All the players used in the tournament must be legal players from the company's participation list. **Games may be started and completed with only two players**, but not only one player, because of in-bounding restrictions.
- All Games will be to 11 points, win by 2 points, or 15 minutes, whichever comes first.
- **Each team must provide a scorekeeper. The scorekeeper may be a member of the team (not allowed to play in the game he/she is scorekeeping) or a spectator, but must be 18 years or older. The scorekeeper will be trained before the game, but it is your company's advantage to provide a scorekeeper knowledgeable about the game of basketball.**
- Please ask that your participants have their ID with them at all KCCC events. For more information on protests/use of illegal players, please see the KCCC Protest Policy.
- **No jewelry including body piercings unless authorized by the tournament director.**
- A coin flip will determine the first possession.
- The ball will change possession after each basket. No "make-it" / "take-it".
- The ball will be "taken back" on every change of possession. (A player's foot must touch the 3-point line to be considered "back"). Failure to take it back will result in loss of possession and any points resulting from the possession.
- The ball must be checked by an opposing player before it is put into play. The ball must be passed in to begin play, no violation (recheck). When in-bounding the ball, a minimum of 3 feet must be allowed by the defense for the offense to in-bound the ball, 5 second rule to inbound ball.
- After all fouls, or balls out of bounds, the ball will be taken out at the top of the key, outside of the three point line.
- Two points will be given when the shooter's feet are clearly, and completely, behind the three point line. Any shot(s) made inside the three point line will count as one point.

KCCC BASKETBALL (continued)

- If a shot is taken from behind the three point line, is *missed*, and the shooter is fouled, he/she will get two free throws. If a shot is taken from behind the three point line, is *made*, and the shooter is fouled, no free throws will be awarded. The basket counts as two points (per 3-on-3 rules), the foul is registered, and the ball changes possession.
- All Games will be to 11 points, win by 2 points, or 15 minutes, whichever comes first.
- If a game is ended at 15 minutes, the team in the lead will be declared the winner. If a game reaches this time limit in a tie, the teams will play sudden death overtime with the first team scoring declared the winner. Possession will be determined by a coin flip, and an additional one timeout per team will be allowed in the overtime.
- No dunking is allowed in warm-ups. Dunking allowed in official games only.
- In the championship game, if the team from the losers' bracket defeats the team from the winners' bracket, the teams will play each other again for the championship.
- Players must have like-colored jerseys that are numbered, for each player on the roster. Players may use a marker to write a number on a jersey, but no tape will be allowed.
- A jump ball goes to the defense.

TIME

- Each team is allowed two 30 second timeouts. The timeouts stop play but the clock continues to run. In the last minute of play, the clock will stop on all dead ball situations and after a made basket.
- Before games, both teams will warm-up for 2 to 3 minutes *or* at the discretion of the game captain or referee. **Game time is forfeit time.**
- Stalling (freezing the ball) is not allowed. An "unwritten" 30-second clock is in effect at all times, and may be enforced by court monitors at their discretion. Failure to attempt a shot (and "draw iron") in 30 seconds, after being warned by the referee, will result in a loss of possession.

FOULS

- The scorekeeper will count and record all team fouls on the score sheet. Any player fouled in the act of shooting, or after 5 team fouls (on the 6th and after) will be awarded one free throw. For the first **five** fouls, the ball is taken back by the fouled team, at the top of the key, to resume play. The ball will change possession after all free throws, whether the free throw was made or not. Non-shooting players will remain in the back court during free throw attempt.
- If a player, in the act of shooting, makes the basket, the basket counts and the ball changes possession. The foul is counted on the score sheet as a team foul. If the basket is missed, one free throw will be shot as explained above.
- Flagrant or continuous misconduct may result in the dismissal of the offending player(s). If the referee rules a foul was intentional, the player fouled will shoot two free throws and retain possession. Two intentional fouls will result in automatic ejection from the game. Anyone involved in fighting, for any reason whatsoever, will be ejected from the tournament.
- An individual player will foul out of a game when receiving a fourth personal foul, but may also be ejected by the official for cause at any time.
- Any substitutions may be made after a basket, a foul shot, or any stoppage of play.
- "Trash talk" will not be allowed.
- All technical fouls will be awarded two free throws plus possession of the ball.
- THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES WHICH MAY OCCUR BETWEEN NOW AND THE 2019 KANSAS CITY CORPORATE CHALLENGE.

For more information regarding the 3-on-3 Basketball Tournament,
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