




PALM COAST
& the Flagler Beaches

FLORIDA
SPORTS
FOUNDATION

FLORIDA
**SENIOR
GAMES**
STATE CHAMPIONSHIPS

Open to Ages 50 & Up

**3 V 3
BASKETBALL**

DATE: 9/15, 9/17 & 9/18

START TIME: 6PM

*ROSTER LIMITED TO 10

LOCATION:

FLAGLER PALM COAST HIGH SCHOOL
5500 E HWY 100
PALM COAST, FL

FEE: \$15/PER PERSON

ON ROSTER.

INCLUDES T-SHIRT

CONTACT 386.986.2323



Registration form and waiver located on
www.palmcoastgov.com/seniorgames

This Local Senior Games is sanctioned by the Florida Sports Foundation and a qualifier for the Florida Senior Games State Championships.

Florida Senior Games Rules of Competition

BASKETBALL

Three on Three Half Court

EVENTS/EVENT CODES

Three on Three Basketball

STATE CHAMPIONSHIPS QUALIFYING RULES

Top 5 in each age group at Local Games Qualifying site. Teams may also be formed from athletes competing in Basketball Shooting at a Local Games Qualifying site. (Note: qualifying is only applicable to the State Championships – Florida resident divisions).

ENTRY REGULATIONS

1. Teams must be of all one gender, there are separate tournaments for each gender.
2. Team rosters shall be limited to 10 persons, including non-playing coaches, non-playing captains and non-playing bench personnel. See Rule F for definition of residency and rules regarding roster changes.
3. Athletes may play on only one basketball team.
4. Age divisions for all team competition will be determined by the age of the youngest team member.
5. For the State Championships, a maximum of three players may be added to a roster following qualification at a Florida Local Senior Games Qualifier. Players added after qualification at a Florida Local Senior Games Qualifier do not have to participate at a Local Senior Games Qualifier.

FORMAT

1. If numbers are conducive, teams will be divided into pools within their age divisions. Within each pool a single round-robin tournament will be played. At the conclusion of the round robin, winners will advance and play a single-elimination tournament.
2. Ties for seeding will be broken in the following manner:
 - a. Overall record
 - b. Head-to-head competition
 - c. Point differential – a maximum of 13 points will be awarded towards point differential, regardless of final score.
 - d. Coin toss
3. Forfeits shall be scored 7-0.
4. Event Director reserves the right to modify format based on number of teams.
5. Teams are guaranteed three games.
6. Teams will not play more than three games in a day.
7. COMPETITION BALLS WILL BE PROVIDED.

SPORT RULES

1. This tournament will be conducted in accordance with National Collegiate Athletic Association (NCAA) rules, except as modified herein. For a copy of these rules, visit or contact:

National Collegiate Athletic Association
700 W. Washington Street
Indianapolis, IN 46206-6222
(317) 917-6222
www.ncaa.org

2. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
3. The game shall be played on half court by two teams of three players each, including a maximum of seven substitutes.
4. Playing time shall be two halves of 15 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
5. A tie score at the end of regulation time will result in a three-minute stop clock overtime period with ball possession determined by a coin flip. If the game is still tied, subsequent three-minute periods shall be played until the tie is broken.
6. Two timeouts are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional timeout, regardless of the number of overtimes. Timeouts shall be 30-seconds in duration. The clock will not run during timeouts.
7. Substitutions may be made after a basket, a foul shot, stoppage of play or any other time an official beckons the player onto the court.
 - a) Players MUST be beckoned onto the court by the referee. Entering the court without being beckoned will result in a warning from the official; all subsequent violations will result in a technical foul.
 - b) Only the offensive (inbounding) team can initiate a substitution after a made basket or free throw (when it is the final free throw taken).
 - c) The defensive team can only substitute after a made basket or free throw (when it is the final free throw taken) if the offense is substituting at that time. Violating this rule will result in a warning from the official; all subsequent violations will result in a technical foul.
 - d) On all stoppage of play (i.e., violations such as traveling, double dribble, three seconds, or out of bounds, etc.) either team can substitute as long as they request to sub prior to the inbounder having the ball in the throw-in area.
8. Deliberate stalling or attempts to freeze the ball shall result in a technical foul and loss of ball possession. During the last two minutes of the ball game and during any overtime period, teams must attempt a shot within approximately 20 seconds as determined by the referee.
9. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
10. The game shall be played using the three-point line as the “check line.” The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The inbound team players are prohibited from entering the three-second lane (the key) until the inbound team actually takes possession of the ball at the throw-in area.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The ball does not have to pass behind the 3-point line; only the player’s feet. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
11. Following a made basket or dead ball, the ball shall be put in play within five seconds from the time the ball is in the throw-in area. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.
12. Player limitations during inboundings:
 - a) The inbounder must be within 3 feet of the three-point line and must stay within the free throw lane extended area (12 feet wide), an area referred to as the throw-in area.

- b) The defense may defend anywhere on the court, however no player may enter the throw-in area to defend the inbounder.
 - c) The inbounder's teammates may not receive the inbound pass within the "out of bounds area" which is the area behind the three point line, free throw lane extended.
13. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.
14. All personal and technical fouls shall be counted against a team total. On the seventh team foul, a bonus shall be awarded for the remainder of the game. Team fouls carry over into the second half and overtime periods. Penalties for fouls shall be as set forth below.
15. Prior to the seventh team foul:
- a) any common foul shall result in loss of possession for the offending team;
 - b) any player control foul shall result in disallowing a converted basket and loss of possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
16. Beginning with the seventh team foul:
- a) any common foul shall result in a single free throw and the offended team shall retain possession;
 - b) any player control foul shall result in recording the foul and a change in possession.
 - c) any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
17. Beginning with the 10th team foul:
- a) any common foul shall result in two free throws, and the offended team shall retain possession;
 - b) any player control foul shall result in recording the foul and a change in possession.
 - c) any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
18. During the last two minutes of each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).
19. Team clothing must be of like design and color. Teams must have both "home" and "away" uniforms with permanently attached numbers front and back.
20. Three point shots are allowed. The three point line distance for both men and women will be 19'9".
21. Officials do not put the ball in play, except at the start of each half.

NATIONAL SENIOR GAMES QUALIFYING RULES

1. All first-, second- and third-place teams at the 2014 Florida International Senior Games and State Championships will qualify for the 2015 National Senior Games.
2. All basketball teams that compete in the 80+ age division at the 2014 Florida International Senior Games and State Championships will qualify for the 2015 National Senior Games.

STATE DIRECTOR

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