

St. Peter's Fifth Annual 3 on 3 Basketball Tournament

**Date March 28th, 2010 at the St. Peter's McKay Center (SPS Gym)
Fourth through Eighth Grade Boys and Girls**

Get Your
Teams Ready!

St. Peter's School



Teams consist of 3 or 4 players (4 players per team is ideal)

Contact John Rudis at jerudis@everestkc.net with questions

Cost is \$25 per team limited to the first 12 (boys and/or girls) teams per division. (First 12 checks in hand) Teams need a common colored shirt!

Bring checks and signup form below to John Rudis: 16 West 69th Street, Kansas City, Missouri, 64113. Drop forms and checks in the house mail slot; one check per team. Make checks out to St. Peter's Athletics.

Space is limited- therefore, the first 12 checks in hand will be registered. Day of event signups will be allowed if space is available.

- ✓ Guaranteed 4 games unless not enough teams signup.
- ✓ Games are to 8 points by 1.
- ✓ T-shirt for champions of each grade and gender.

Times:

4th Graders play 12:00 pm finish by 2:00 pm
5th Graders play 2:00 pm finish by 3:30 pm
6th Graders play 3:30 pm finish by 5:00 pm
7th Graders play 5:00 pm finish by 6:30 pm
8th Graders play 6:30 pm finish by 8:00 pm

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Application

Team Name (be creative)	
Grade	
Name Player 1	
Name Player 2	
Name Player 3	
Name Player 4	

Tournament RULES

1. Guarantee of at least 3 games, if 8 teams sign up then 5 game guarantee.
2. Excessive fouling or poor sportsmanship will not be tolerated and offending player will have to sit for remainder of current game or ejected if necessary.
3. No referees will be present; however, a competent adult will be present and shall make any necessary decisions. The Time Keeper will assist in keeping good game play conduct. Players run substitutions.
4. Games are to 8 points or time duration of about 8 minutes for seeding games and about 10 minutes for tournament games depending on number of teams.
5. Basket is worth 1 point (no 3 point shot)
6. Check at top at every change of possession; announce score prior to resuming play.
7. Jump ball goes to defense.
8. Call own fouls (no teammate calls); no free throws, if fouled and shot counts then change of possession and no foul is noted.
9. No make it take it, alternate possession.
10. Seeding will be decided by a) record in seeding games; b) points allowed (if one team had a bye then count first games played); c) coin flip or free throws (if time allows –three team member's shoot a free-throw, team with most makes wins)
11. Second team (or bottom team) listed gets to call coin flip for first possession.
12. Possession must start with a check and can be passed or dribbled to start.
13. Must start game with at least 2 players.
14. No coaching, allow players to set own plays and organize themselves.

