



# 30th Edition Asian 3 on 3 Blacktop Battle

## HOOSIER WEST VETERANS



SUNDAY, JULY 20, 2025 at

COLUMBUS PARK (Mulberry Street & Worth Street)

**T-SHIRT PICK-UP TIME IS 10:00AM TO 3:00PM ONLY AT COLUMBUS PARK BALLFIELD**

**Playoff seeding:** Each team will play the other two teams in their division. After completion of these two games, your team will be seeded 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> according to your win-loss record. Every team makes the single elimination playoff round. 2<sup>nd</sup> and 3<sup>rd</sup> place teams in the division will play a first round playoff game with the winners advancing to play against the 1<sup>st</sup> place seeded teams. Teams forfeiting any preliminary games may be ineligible for the playoffs.

**IMPORTANT: Players on a team must wear the same color t-shirt or jersey with a number on the back or front.**

**Scheduled Game Times:** Except for the first game of the day, each team is to report to the court you are designated for your next game at least ½ hour before the scheduled start time. Games may start ½ hour prior to the scheduled start time due to forfeits and disqualifications. We will be starting games immediately after the previous game is finished. If you are not there to start, you will forfeit.

GROUP A	W	L	+/-	GROUP B	W	L	+/-
1. SEVEN SEAS				1. FALCONS			
2. COLES UNITED				2. UNKNOWN			
3. BOBBY				3. PAPI			

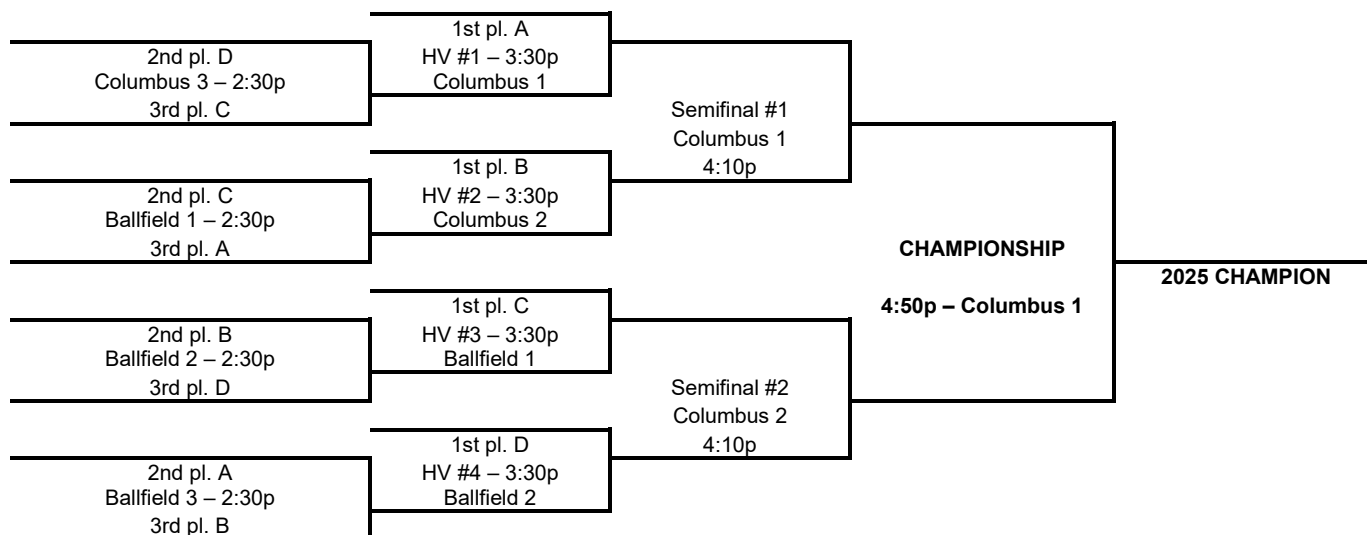
GROUP C	W	L	+/-	GROUP D	W	L	+/-
1. BOBA BUCKETS				1. PAPA JOHNS			
2. Emotionally Unavailable				2. THOMAS FAN CLUB			
3. CP LEGACY				3. PLAYING ON A WHUIM			

GAME TIME	COLUMBUS 1	COLUMBUS 2	COLUMBUS 3	BALLFIELD 1	BALLFIELD 2	BALLFIELD 3
12:30p – 12:50p			A1 - A2	B1 - B2	C1 – C2	D1 - D2
1:10p – 1:30p			A1 – A3	B1 – B3	C1 – C3	D1 – D3
1:50p – 2:10p			A2 – A3	B2 – B3	C2 – C3	D2 – D3
2:30p – 2:50p			2 <sup>nd</sup> pl. D – 3 <sup>rd</sup> pl. C	2 <sup>nd</sup> pl. C – 3 <sup>rd</sup> pl. A	2 <sup>nd</sup> pl. B – 3 <sup>rd</sup> pl. D	2 <sup>nd</sup> pl. A – 3 <sup>rd</sup> pl. B
3:30p – 3:50p	HV #1	HV #2		HV #3	HV #4	
4:10p – 4:30p	Semifinal 1	Semifinal 2				
4:50p – 5:10p	CHAMPIONSHIP					

### CHAMPIONSHIP ROUND

↓ 1<sup>st</sup> Round

↓ Quarterfinals



**3on3 SURVIVAL TIPS:** TO AVOID BONKING, DRINK LOTS OF WATER, GATORADE, ETC. and EAT LUNCH.

*Please throw your bottles, bubble tea cups, ice tea/ice coffee cups, dumpling boxes and any trash into the garbage cans/boxes.*

**BRING A PORTABLE CHAIR SO YOU HAVE A PLACE TO SIT. PLEASE KEEP AN EYE ON YOUR PERSONAL BELONGINGS.**

## ***TIE BREAK PROCEDURES***

**3 TEAMS TIED:** The point differential is calculated amongst the teams that are tied (*points +/- in the games that they played against each other*). The team with the best point differential is declared the 1<sup>st</sup> seed. The remaining two teams that are still tied will be decided by head to head procedures.

**2 TEAMS TIED:** Head to head procedures will be used to determine any two teams that are tied.

## **OFFICIAL 3on3/STREETBALL RULES**

1. Each team will consist of a maximum of four players. All players must be of at least 50% East/Southeast Asian descent. The definition of a player of East/Southeast Asian decent is as follows: at least one parent must be of 100% East/Southeast Asian heritage. (Nationalities are as follows: Chinese, Filipinos, Koreans, Vietnamese, Thai, Cambodian, Burmese, Malaysian, Indonesian, Singaporeans and Japanese) **The burden of proof is on the player. If a player's eligibility is challenged, then he/she must present documentation that is legible (questions - please email us). If there is any doubt, send proof (birth cert., passport, etc.) before the start of the tournament to verify.**
2. A player may play on more than one team in the tournament. However, he or she should not participate in a competitive division in addition to a recreation division. Players deemed to be to skilled for any of the recreation divisions will be disqualified and no substitutions will be allowed. All rosters are final at the deadline to register date. No changes will be allowed regardless of injury.
3. We reserve the right to verify a player's nationality, age, height, and playing experience. Each player is required to have some form of I.D. on days of the tournament. Failure to do so will result in forfeit or removal from the tournament. The burden of proof is on you.
4. All teams will be guaranteed to play in at least three scheduled games. Beginning with the Playoff Round - the format will be single elimination.
5. **Each team must wear same color shirts, with numbers on the back or front.**
6. All divisions of play will be contested in 15 minutes or first team to score 25 points). Exception: All Star division which is 18 minutes or first team to score 30 points. The last minute of regulation time will be stop time. Clock also stops at all made baskets during the final minute. Overtime is 1 minute stop time. Alternate possession after each basket.
7. Scoring: 2 points for baskets made inside the 3 point line; 3 points for each basket made outside the 3-point arc. Foul shots are worth 1 point each.
8. Missed Shots: after a missed shot and rebound by the other team, ball must be brought back behind the 3 point line - both feet.
9. No substitutions after a made basket. Only during a dead ball or time out.
10. There will be an unwritten 30-second shot clock in effect. A basket MUST be attempted within 30 seconds, else the official will signal that there are 10 seconds remaining for the team to attempt a shot at the basket. If a shot is not attempted at the end of the 10 second count, the team will forfeit possession. Stalling or holding the ball with time running down is NOT allowed and will be enforced by the court monitor/referee at his/her sole discretion.
11. Each player is allowed five personal fouls. After fouling out, a player can not reenter game. Technical fouls count as team and personal fouls. All technical fouls are two shots and the ball.
12. One and one begins on the teams ninth foul. Two shot bonus begins on the team's 13th foul. **At the one minute mark, each team will have their total team fouls set at 8 each; the very next foul would result in a one and one situation.**
13. One timeout per game and does not carry into overtime. Overtime = 1 timeout.
14. Absolutely no fighting is allowed. Subject to dismissal from the tournament.
15. We reserve the right to reduce the number of scheduled games, or shorten games, postpone or cancel event due to rain or unforeseen circumstances. Raindates to be announced. Absolutely no refunds will be given due to rain or postponement of event.
16. Referees provided by the New York Rockits Athletes In Action. Certified IAABO referees will make the calls in the Championship Round.

## OUTSTANDING PLACES TO EAT IN AND AROUND CHINATOWN

TONII'S FRESH RICE NOODLE <i>Steamed rice noodles, sponge cake, iced coffee, drinks</i>	83 Bayard Street
KAM HING BAKERY <i>sponge cake, iced coffee, drinks</i>	118 Baxter Street
BIG WONG <i>Chinese BBQ, Noodles, and Cantonese cuisine</i>	67 Mott Street
GREAT N.Y. NOODLETOWN <i>Chinese BBQ, Noodles, and Cantonese cuisine</i>	28 Bowery
MING WONG <i>Chinese BBQ, Noodles, and Cantonese cuisine</i>	61 Mott Street
SUN SAI GAI <i>Chinese BBQ, Noodles, and Cantonese cuisine</i>	220 Canal Street
NB WING WONG RESTAURANT <i>Chinese BBQ, Noodles, and Cantonese cuisine</i>	42 Bowery
SHANGHAI 21 <i>Steamed Tiny Buns, Dumplings, Noodles, and Shanghai cuisine</i>	21 Mott Street
HOP KEE RESTAURANT <i>Cantonese cuisine – a Chinatown Favorite</i>	21 Mott Street
WO HOP CITY <i>Cantonese cuisine – another Chinatown Favorite</i>	15 Mott Street
HOP LEE RESTAURANT <i>Cantonese cuisine – yet another Chinatown Favorite</i>	16 Mott Street
NOM WAH TEA PARLOR <i>Dim Sum – open since 1920</i>	13 Doyers Street
HOUSE OF JOY <i>Dim Sum</i>	28 Pell Street
JING FONG RESTAURANT <i>Dim Sum</i>	202 Centre Street