



## 3 on 3 Basketball Tournament Rules

1. Each team must register at least three players on its roster on or before the date of the tournament. The fourth player is optional. Five players are not allowed. No additions, deletions and/or changes may be made after games have started.
2. Each team is guaranteed at least 2 games.
3. No refunds will be given for any reason after the entry deadline.
4. Player substitutions after initial registration and up to the start of the event must be for the same grade/group and accompanied by the registration form with proper signatures for the substituting players.
5. Players may appear on only 1 team roster.
6. As a general rule, teams are split into male and female divisions. Co-ed teams will automatically be scheduled in a male division using the same criteria.
7. The format of the tournament will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division. The tournament director reserves the right to change the format based on external events (i.e., inclement weather).
8. The referee will be the official timekeeper/scorekeeper and will be responsible for mediating all disputes. The referee's interpretations of the rules are final.
9. Physically or verbally threatening or abusing a referee is cause for immediate disqualification.
10. Arguing with referee's calls may result in a technical foul awarding the opposing team one free throw and possession.
11. Players and/or teams may be removed from the game at the discretion of the referee for abusive behavior, flagrant fouls or rough play. Unruly parents and/or fans may also be removed from the area.
12. Jewelry is not allowed to be worn by players during the game.
13. Coaching is limited to calming players, calling a maximum of one time-out and substitutions. Coaches are not allowed to call plays, let the teams play.
14. Player substitutions will be permitted on any dead ball situations, but the 15 minute clock continues to run.
15. During substitutions and time-outs, the 15 minute clock will continue to run but play will be momentarily stopped.
16. Time-out is limited to 30 seconds. Due to a continuous 15 minute clock, no team in the lead can call a time-out with less than 1 minute to play.
17. Teams must be at their court at the scheduled time. A three-minute forfeit time will be strictly enforced.
18. Both teams will warm up at the same time prior to start of the game.
19. Each team must start and finish the game with at least two players.
20. A coin flip at the start of the game will determine first possession.
21. Second team or bottom team listed gets to call the coin flip for 1<sup>st</sup> possession.
22. All games are played to 15 points (win by 1) or 15 minutes (running clock), whichever comes first.
23. The tournament director reserves the right to change the number of points and/or time limit due to external events.
24. If the game is tied after the 15 minutes have elapsed, then the game will be completed with a sudden death free throw playoff will determine the winner with 3 players from each team

shooting one shot each. If still tied, the referee may, at their discretion, move the line either forward or backward until a winning team is determined.

25. The 3-point line represents the “take-back” line as well as the “two-point” line. Successful shots taken from inside the line will be worth 1 point, while baskets made from outside the line are worth 2 points. Again, both feet must be clearly behind the line (when the shot is attempted) for the shot to count as two points.
26. After a made basket or a dead ball situation, the ball must be checked by a defense player to an offensive player where the offensive player has both feet behind the take-back line or the referee can check the ball in play. The offensive player must pass the ball in to start the action. The defensive player guarding the person checking in the ball must be inside the take-back line (i.e., he cannot be in the player’s face guarding him before the ball is passed in
27. On any change of possession, the offense must bring the ball past the take-back line before a shot can be attempted. Both feet must be completely behind the line. If a team forgets to take it back and makes a basket, the basket will not count, and the opposing team takes possession of the ball. If the shot misses, then the ball is live and both teams still need to take it back.
28. Change of possession means any defensive rebound (including an air-ball), a steal, a made basket or a made (or missed) free throw. This is not make-it, take-it.
29. If the player is fouled while shooting and makes the basket, the basket counts (the foul is ignored) and the opposing team takes possession. Otherwise, the team that was fouled retains possession and the ball is checked in as usual.
30. On the 6th team foul, the player fouled will be awarded the option of shooting one free throw or retaining the possession of the ball, checking it in as usual. If the player elects a free throw, all other players must stand at least three feet behind the shooter. Regardless if the free throw is made or not, the opposing team takes possession.
31. If the referee rules that a foul was flagrant or meant to cause harm, the player fouled will shoot one free throw and that team will keep possession of the ball. The player called with a flagrant foul will get one warning. Any further flagrant fouls will result in immediate ejection from the game.
32. Any player(s) involved in fighting or continued misconduct will be disqualified from the tournament and will not be allowed to participate in future tournaments.
33. An unwritten 30-second shot clock is in effect at all times and may be enforced by the referee at his/her discretion. Once the referee has announced that the shot clock is in effect, each team has 30 seconds to get a shot off. The shot must make contact with the rim of the basket for the shot clock to be restarted. A defensive foul also re-sets the shot clock.
34. There is an imaginary 3-second lane near/under the basket. There is no camping in this lane. “Camping” violations are at the discretion of the referee. The referee will give a warning. Subsequent infractions will result in loss of possession.
35. Jump balls always go to the defense. They do not go to the team that yells “first”.
36. If a ball goes out of bounds and players and the referee cannot decide who gets possession of the ball, then a coin flip will decide possession.
37. The top of the backboard is out of bounds. The sides and bottom of the backboard are in bounds.
38. Shots that hit nothing (i.e., air-balls) which are rebounded by the shooter without anybody else touching the ball is considered traveling and results in a turnover.
39. The referee has the right to make a ruling on any issues that are not covered within these rules.