



### **3 on 3 Basketball Tournament Rules**

- 1) Number of Players** Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game. Youth Age Eligibility: To be eligible to play in a division, a player must be within the age range of the division as of the first day of the tournament.
  
- 2) Age Divisions** 10 total divisions broken down by age/grade level. Grade levels are what you grade you are entering into for the 2019-2020 school year. For example, someone who just completed 8<sup>th</sup> grade and is entering 9<sup>th</sup> grade this fall would not be eligible for the 7<sup>th</sup>-8<sup>th</sup> grade division and would need to register for 9<sup>th</sup>-10<sup>th</sup> grade division. Divisions are: 1) 3<sup>rd</sup>-4<sup>th</sup> grade, 2) 5<sup>th</sup>-6<sup>th</sup> grade, [for divisions 3<sup>rd</sup>-6<sup>th</sup> grade can be a mix of girls and boys on the team. If we receive enough interest to have an all girl or all boys division for this age group we will make those adjustments.] 3) boys 7<sup>th</sup>/8<sup>th</sup> grade, 4) girls 7<sup>th</sup>-8<sup>th</sup> grade, 5) boys 9<sup>th</sup>-10<sup>th</sup> grade (ages 15 and under), 6) girls 9<sup>th</sup>-10<sup>th</sup> grade (ages 15 and under), 7) boys 11<sup>th</sup>-12<sup>th</sup> grade (18 and under), 8) girls 11<sup>th</sup>-12<sup>th</sup> grade (18 and under), 9) adult men's, 10) adult co-ed.
  
- 3) Equipment & Apparel** No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. The game official retains the right to disallow any equipment or apparel that it judges to be dangerous.
  
- 4) Game Times** Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. A forfeit will be scored 15-0.
  
- 5) Length of Game** If a score of 21 is achieved within 15 minutes. The 15 minute clock is stopped during team time-outs and if the court official stops play for a player injury or other unusual circumstances. If neither team has reached a score of 21 points, the court official shall stop the game after 15 minutes of play. In all situations, the court official shall declare a technical foul if the official determines that a team is intentionally stalling to run out the clock. If a score of 21 is not achieved within 15 minutes and at this point of interruption a team has a lead of 2 or more points, that team is declared the winner. If neither team has at least a 2 point advantage, the overtime rule will be activated. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 21 points, will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime. Use these examples as a guideline: SCORES AT BEGINNING OF THE OVERTIME SESSION Score of 20 to 19: the first team to 21 wins (no game goes beyond 21 points) Score of 11 to 11: the first team to 13 wins Score of 8 to 7: the first team to 10 wins Score of 14 to 12: no overtime is needed since the leading team has at least a 2 point lead



- 6) **Which Team Receives the Ball First?** A coin toss prior to each game will determine which team gets the ball out-of-bounds first.
- 7) **Keeping Score** All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 21 points is the winner.
- 8) **Time-Out** Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.
- 9) **Substitutions** Substitutions may only be made during a time-out or a "dead ball" situation.
- 10) **Player Injury** A court official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.
- 11) **Checked Ball** The ball must be "checked" by an opposing player before it is put into play. The check-in must occur behind the "take-back" line. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.
- 12) **Change of Possession** The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.
- 13) **Taking It Back** The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. "Taking it back" means bringing your whole body and the ball behind the 2 point arc.
- 14) **Ball Out-of-Bounds** A ball out-of-bounds will be taken out from the back-court line.
- 15) **Jump Ball** In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.
- 16) **Fouls** All called fouls, whether shooting or non-shooting, **count as a Team Foul. At 3 Team Fouls the opposing team will shoot one free throw. All shooting fouls will result in one free throw** except on a successful field goal, in which case the basket counts and no free throw shot is awarded. However, if a player is beyond the two-point arc and is in the act of shooting when fouled, two free throw shots will be awarded, except on a successful field goal, in which case the



basket counts and no free throws are awarded. A change of possession will result regardless of whether the free throw shot(s) is (are) made or missed. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. The following fouls will result in additional sanctions:

Technical Fouls A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and 3v3 Basketball Tournament Rules a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court official, scorekeeper, or other tournament official shall be automatically ejected from the game and for the remainder of the tournament. The court official may also assess a technical foul if the official determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

Intentional Fouls An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the official's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

Flagrant Fouls A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

- 17) **Stalling** Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.
- 18) **Court Monitors** Will be responsible for tracking score, team fouls and time. Court monitors have the authority to overturn a foul call or out of bounds decision. Disrespect, unsportsmanlike conduct toward the behavior can result in technical fouls, disqualification of player or fan or coach, or forfeiture of game for team.



19) **Sportsmanship Policy** Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated parent, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court official. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament.

Staff and officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.

Participant Waiver Forms: All participants must have a signed waiver on file prior to playing in any game.