



3 vs 3 Tournament Rules

* 8/3/22 Revised

ATTENTION TO PARENTS AND COACHES

Please note that inappropriate language and/or behavior directed at players or officials will not be tolerated. Only one warning will be given. If the incident reoccurs, the adult involved will be asked to leave.

PLAYER INFORMATION & ELIGIBILITY

1. Players may appear on only one team roster for each tournament. Players will be disqualified from the event if it is discovered their playing for more than one team.

Coaches and Scorekeeper

- Each team is allowed 1 coach and 1 scorekeeper. Scorekeepers will be asked to help track team fouls, manage the clock, and track the score. Wristbands for coaches and scorekeepers can be picked up at the admissions kiosk.

PRE-GAME

1. Both teams will warm-up at the same time prior to the start of the game.
2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip will start the game with the ball. If there is an overtime, there will be another coin flip.

Game Ball

1. Teams must bring their own basketball.
2. Boy's teams grades 3rd – 6th will play with a 28.5 ball.

OFFICIALS AND DUTIES

1. One official will be on each court.
2. Disputes or questions on interpretation are settled by the official on the court.

PLAYERS AND SUBSTITUTIONS

1. A game may start with a minimum of two players.
2. Player substitution is permitted during any dead ball situation. Players must “check-in” at the scorer’s table prior to entering the game. In case of obvious injury, injured player must sit out at least until the next dead ball.

TIME LIMIT/SCORING

1. A field goal inside the “arc” is worth 1 point.
2. A successful goal from beyond the 3-point line “arc” is worth 2 points.
3. **To win the game under the 25-minute time limit, teams must score 21 (win by 2).**



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4. All games will have a 25-minute time limit. The Official Time will be under the jurisdiction of the Game Official. (The Official Time will be stopped only during timeouts – regular and/or injury.)
5. The team leading at the end of the 25-minute time limit will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Game Official will flip a coin to determine team possession. **The first team to score TWO (2) points will win the game.**

TIME-OUTS

1. Each team is allowed one (1) one minute time-out per game.
2. If play is stopped by a teammate or the Official to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.

FOULS AND FREE THROWS

FREE THROW OPTION:

In any free throw situation, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line (15 ft.) for one (1) point, or from behind the 2-point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2-point shot is chosen, the non-shooting team will be awarded

possession on the ensuing throw-in regardless of whether the shot is successful or not (Exception: technical fouls).

1. All Shooting fouls will be handled in the following manner:
 - When the basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - When the basket is missed – if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession (unless a 2-point shot is taken, ball goes to defense).

One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

2. Non-shooting fouls – on and after the 7th team foul – will be handled in the following manner:
 - If the free throw is made, possession goes to the defensive team.
 - If the free throw is missed, the offensive team retains possession (unless a 2-point shot is taken, ball goes to defense).
 - If a foul is committed as time runs out, a free throw will be awarded to the fouled player.
 - Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession but shall not be applied to technical fouls.



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- All technical fouls shall be always penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

DEFINITION:

The Game Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

1. A Contact Foul intended to hurt an opponent, fan, or Game Official.
2. Vulgar or verbally abusive behavior.
3. Other misconduct deemed inappropriate by the Game Official (e.g., intentionally kicking the ball, etc....).
4. A contact foul designed to neutralize an opponent's obvious advantageous position.
5. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
6. A Technical Foul will be counted as a Team Foul.
7. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Game Official or other Tournament Official.

How the Ball is played

1. All jump balls go to the defensive team.
2. The ball must be "taken back" to the marked line on the court on every change of possession. "Taking back" means both feet and the ball behind the take back line (3-point line or "arc"). Violation occurs only if a basket is made by the team failing to properly "take it back" and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional,

flagrant, or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back", the foul will be honored; however, no points will be awarded.

3. After all successful shots, the ball must be checked by the defense and passed in by the offense to start play.

Following each successful field goal or last free throw (except those followed by ball possession):

- A player from a non-scoring team shall resume the game taking the ball to the top of the arc and approximately 6 to 10 feet from the arc line and checking it with a defensive

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player. The ball can be played immediately after being “checked”. The defender must give the offensive player 6 feet after it’s been checked.

- The defensive player is allowed to play for the ball inside the 3-point line “arc” while the offensive player is taking it back.
- Following each unsuccessful field goal or last free throw (except those followed by ball possession): If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc. If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).
- If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation shall start/resume with a check ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court. The ball must be passed in to start play.
- A player is considered not to be “behind the arc” when neither of his feet is inside or on the arc line.
- In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team.
- An offensive player, after the ball has been cleared, shall not hold the ball and/or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.
Note: The officials shall give the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.

Boundaries

1. The black half court line is out of bounds for both courts. The black sideline and baseline lines are the other 3 boundary lines.

Seeding Criteria

1. Win/Lose
2. Head to Head
3. Point Differential
4. Points Allowed (Max 15 +/-)