



RULES AND REGULATIONS

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation are both anticipated and expected. The team captain or designated coach, 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 offending player/team in either the Technical, Intentional, or Flagrant foul categories. Failure to comply with the spirit of the 3 on 3 Tournament with acts such as fighting, taunting, intimidating or verbally attacking a court official, player, or spectator may lead to removal from the tournament. Decisions made by court officials are final and are not subject to review by video or other recordings, or other sources.

Number of Players: Each team may consist of 4-5 players and may have only 3 players on the court at a time. For co-ed teams a member of each gender must always be on the court. All games must start with at least 3 players on each team. A player can play in more than one division if they are on each team roster, but there is no guarantee of avoiding game time conflicts.

Division Types: Teams will be divided into tournament divisions according to each player's age, height, playing experience, and competition level, in accordance with the information on each team entry form. Tournament directors will determine eligibility for the 6' & Under division. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. Each adult player is required to always possess personal identification during the tournament.

Who receives the ball first? A coin toss prior to each game will determine which team gets the ball first.

Game Times: Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced.

Basket Height:

10' – all divisions

Size Ball:

27.5" – 3rd grade below

28.5" – girls 4th grade to adult

28.5" – boys 4th grade to 6th grade

29.5" – boys 7th grade - adult

Checking ball in: An opposing player must "check the ball before it is put into play. The check-in must occur behind the dashed take-back line and not the out of bounds or end line. **The pass may occur anywhere on the court, but the on-ball defender must remain behind the 3-point arc.**

Keeping Score:

Games are played to 31 points and a team must win by 2, unless the time limit is reached (**20 minutes**), in which case the team leading by 2 points after time limit is the winner. In the event of a tie at the time limit, the next point wins (sudden victory).

Regular scoring - all made baskets from inside the 3-point arc count for 2 points. All baskets from outside the 3-point arc count for 3 points.

Foul situations:

- Getting fouled on a 3-point shot and making the shot: basket counts for 3-points and 1 FT awarded for chance at 4-point play.
- Getting fouled on a 2-point shot and making the shot: basket counts for 2-points and 1 FT awarded for chance at a 3-point play.
- Getting fouled on a 3-point shot and missing the shot: player shoots 3 FT.
- Getting fouled on a 2-point shot and missing the shot: player shoots 2 FT.
- Players will shoot 1-and-1 on common fouls when the opposing team reaches **5 team fouls**.
 - o make first shot, receive one more shot.
 - o Missing the first shot results in the other team's ball.

Who Calls Fouls? Court officials call all fouls and violations - **all divisions**.

Intentional Fouls: An intentional foul is a foul designed to neutralize an opponent's advantage position. A foul shall also be ruled intentional, based on the court official's observation of the act. The court official's decision is final.

Result of an intentional foul: 2 FT and the ball.

Flagrant Fouls: A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. The player committing the foul will be suspended from play for the remainder of that game or for the rest of the tournament. The court official and/or tournament official's decision is final.

Result of a flagrant foul: 2 FT and the ball.

Offensive Fouls: Offensive fouls or player control fouls – players do not shoot FT in these situations. Ball will be "checked-in" at top.

Taking it back: **The ball will be "taken back" on each change of possession. Taking it back means bringing your whole body and the ball behind the dashed line above the top of the key,**

not the sidelines or 3-point line. Failure to take it back results in loss of possession and any points just scored.

Stealing the ball: Players in all age categories may steal the ball.

Time-out: Each team is allowed a single 20 second time-out per game.

Jump ball: In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.

Player injury: In the case of a player injury, the court official has the discretion to stop play and allow for substitution.