

Detroit Pistons/Hoop It Up 3on3 Basketball Rules

Rules of the Game

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to Hoop It Up 3on3 Event Staff.

PRIOR TO THE GAME

Each team must have three to five players on its roster who have been registered by their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by Hoop It Up 3on3 Event Staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the Hoop It Up 3on3 Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the Hoop It Up 3on3 Event Staff.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with at least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

A coin flip prior to the start of the game will determine which team has the initial possession.

THROW IN/STARTING PLAY

The ball must be thrown in (not dribbled) from the check box at the rear of the court.

First Violation: Warning from the referee or court monitors

Each Additional Violation: Change of possession

AFTER THE GAME

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet to the Master Scoreboard. THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.

GAME PLAY

Length of Games: First team to score 20 points, or 16 minutes (includes the warm-up time).

Championship Games in each division: No Time Limit. The referee, court monitor or Hoop It Up 3on3 Event Staff member may institute a time limit in the championship game prior to or during the game. Please have your team ready to play immediately when the game before you is complete!

Overtime: If the score is tied at the end of 16 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.

No Make It Take: The ball changes possession after each scored basket.

Stalling: No stalling is allowed. The referee, court monitor or Hoop It Up 3on3 Event Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls: All jump balls become the possession of the defensive team.

Time Outs: Each team is allowed three 45-second time-outs per game. The game does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.

Taking It Back: Following a successful field goal, the ball is immediately considered “live”. The ball MUST be taken back at the start of each possession. “Taking it back” means BOTH feet are behind 2-point arc. Failure to “take it back” is a violation.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of possession

Throw In/Resuming Play: The ball must be thrown in (not dribbled) from the check box at the rear of the court.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of possession

No Parking Zone: This zone is in front of the basket. An offensive player CANNOT remain stationary with both feet in his box AND receive the ball when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of possession

SCORING

Baskets made from the inside of the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Court monitors or referees will call “two points”. If there is any doubt by the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

FREE THROWS

Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (see foul section). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt to being made.

FOULS

Any time a basket is MADE and a foul is called:

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball.

PERSONAL FOULS WHEN THERE IS A REFEREE ON THE COURT

The referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and

a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

<u>RECORDED TEAM FOUL #</u>	<u>RESULT (for team that was fouled)</u>
Team Fouls 1 through 5	Check ball from check box, unless fouled in the act of shooting (see above).
Team Fouls 5+	One free throw, unless fouled in the act of shooting (see above).

PERSONAL FOULS WHEN THERE IS NO REFEREE ON THE COURT

If there is no referee on your court, only team fouls will be recorded. No personal fouls will be recorded. A foul may only be called by the player on the court who was fouled at the time of the foul. The court monitor or representative from each team will record the fouls.

<u>RECORDED TEAM FOUL #</u>	<u>RESULT (for team that was fouled)</u>
Team Fouls 1 through 5	Check ball from check box.
Team Fouls 5+ (act of shooting)	One free throw. If fouled with both feet behind the two arc, two free throws.
Team Fouls 5+ (not in act of shooting)	One free throw.

All intentional fouls will be called by the referee, court monitor or Hoop It Up 3on3 Event Staff member and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee, court monitor or Hoop It Up 3on3 Event Staff only. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

First Offense: Player fouled will shoot one free throw and his/her team retains possession from check box.

Second Offense: Team forfeits game and is under probation for the duration of tournament play.

BASKETBALL GOAL INFORMATION

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches either of the arms attached to the back of the backboard

The ball remains in play if it:

- Touches the bottom edge of the backboard
- Touches the pad ("garage door") in front of the basket.
- Touches one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

TOURNAMENT ADMINISTRATION

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

Detroit Pistons/Hoop It Up 3on3 Basketball Staff reserves the right to disqualify any team for infraction of the following policies:

Use of illegal players. The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Hoop It Up 3on3 Event Staff. The Hoop It Up 3on3 Event Staff reserves the right to request identification from players at any time during the tournament. All participants are encourage to bring picture identification to the tournament.

False Information. Information provided to Hoop It Up 3on3 on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct. Good sportsmanship is expected. A Hoop It Up 3on3 Event Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises