



TOURNAMENT RULES

- 3-on-3 Basketball is a half-court game played by two teams of three players each, including a one substitute per team.
- **TO BE ELIGIBLE TO PARTICIPATE, EVERY PLAYER MUST SIGN AND SUBMIT TO THE ORGANIZER PRIOR TO CHECK-IN A WAIVER AND RELEASE FORM OR THEY WILL NOT BE ALLOWED TO PLAY. PLAYERS UNDER THE AGE OF 18 MUST HAVE A PARENT OR LEGAL GUARDIAN ALSO SIGN THE FORM.**
- Teams will consist of a minimum of 3 and a maximum of 4 players. Only players who are listed on a team's registration roster at check-in time may play. However, the organizer may allow an age eligible person to play as a substitute in the event that a roster player incurs a serious injury or illness, provided that the substitute player first submits a completed Waiver and Release form to the organizer.
- Players competing in the youth bracket must not have reached their 19th birthday by the start of the tournament. Any youth team found to have age ineligible players on their roster will forfeit their games and be eliminated from the tournament.
- Game times and teams will be listed on a master bracket poster board at the score keepers table.
- Games will be played to 12 points or 20 minutes, whichever occurs first.
- Each basket made inside the 'arc' will score one point. Each basket made from beyond the 'arc' will score two points. Games may be won by a single point.
- If after 20 minutes the game tied, there will be a one-minute overtime period. First score wins. First possession of the ball in overtime will be determined by a coin toss. If no score in overtime, then matching free throws will determine the winner.
- Rounds of games are expected to occur every thirty minutes, to allow time for possible overtime situations, change in teams on the courts, coin toss and some minor warm-up time.
- Players are expected to (reasonably) call fouls as they occur. However, games will be closely observed and essentially refereed by court monitors who will work to ensure players abide by the official tournament "Rules", promote fair play, encourage good sportsmanship, and resolve disputes. Court monitors will call fouls (if players fail to do so), keep track of time and the score, and call infractions such as delay of game and lane violations.
- Teams will be allowed to commit up to five simple fouls (not flagrant) before a free throw is given to the opposing team (one three throw attempt for each shooting and non-shooting foul). Once a team has committed 10 or more simple fouls (whether shooting or non-shooting fouls), the opposing team will be given a free throw and possession of the ball.
- The court monitor will flip a coin with the captains before the game begins. The winner of the coin toss takes possession of the ball first at the beginning of the game from behind the 'arc' (the three-point line).

- There will be no stoppage of time or time-outs provided or allowed. Substitution of a player incurred a non-serious injury may be done while the clock is moving. However, the court monitor or organizer may temporarily suspend time (stop the clock) in the event of a serious injury.
- Substitution of players (except in the case of injury) may be made only when a ball is to be inbounded by the substituting team. No more than 10 seconds will be allowed for a player substitution to occur.
- After a basket, the team that did NOT score will put the ball in play. That is, no “winner's ball” or “make it, take it.”
- Teams must take a ball back past the “arc” after each change of possession (after a score, on defensive rebounds, and after steals or other turnovers). All ‘held’ balls will be put into play behind the arc with possession given alternately to each team. "Taking it back" means BOTH feet are behind the arc. The court monitor may give a team one warning each game before enforcing this rule. Enforcement will result in immediate loss of possession of the ball.
- Following a successful field goal, the ball is NOT considered "live". Rather, the ball must be delivered to the non-scoring team behind the arc to start the next play.
- The three-second rule in the lane will apply to all offensive players. Excessive violation, as determined by the court monitor, will result in loss of possession of the ball.
- If a team is not ready to play within 2 minutes of the scheduled game start time, the team ready to play legally wins by forfeit.
- The alternating possession rule will determine every jump ball situation through the rest of the game (first such possession to begin with the team that lost the initial coin toss).
- The court monitor will conduct the game in accordance with the official “Rules.”
- The court monitor may penalize any player or substitute for unsportsmanlike conduct by immediate ejection and banishment from the playing area. Unsportsmanlike conduct may include repeated intentional fouls, flagrant fouls, intentional violent contact such as striking, kneeling, etc., extreme or persistent, vulgar, or abusive verbal or physical conduct, whether to other players, the court monitor, volunteers, spectators or the organizer. The court monitor may also award a point or points to the harmed team as deemed appropriate.
- The court monitor or organizer shall have power to make decisions on any point not specifically covered in these Rules.
- There will be a 20-second shot clock (to be reasonably enforced by the court monitor). Violations of the 20-second shot clock or deliberate stalling or attempts to freeze the ball shall result in loss of ball possession.
- Players must wear clothing suitable for playing, such as a t-shirt, shorts and athletic shoes. Teams are encouraged (but not specifically required) to wear t-shirts of similar colors or styles. No obvious inflammatory clothing or accessories will be allowed. Players unwilling to abide by this reasonable dress code may not be allowed to play.
- Any knee brace or other personal support equipment worn by a player which has a potentially harmful exterior surface or edges must cover the brace/equipment with a wrap or clothing.
- Each team must designate the team's captain/spokesperson. **THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.**
- The court monitor will keep the official score on a score sheet and will endeavor to resolve any disputes as to the score. The team captains are also encouraged to keep track of of the game score for the benefit of their team. After the game, the court monitor will deliver this score sheet to the official tournament scorekeeper.
- Basic medical supplies such as band-aids, ice and towels may be available for very minor injuries. However, players and parents should be made aware that no trained or designated medical personnel are scheduled to be on-site during the tournament.