

# OFFICIAL RULES

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules before participating in the tournament. Any questions concerning these rules should be directed to the 3 on 3 Event Staff.

## Roster:

- Each team roster must contain a minimum of three players and a maximum of five players.
- All players must be registered before the predetermined tournament entry deadline.
- Players must sign in using their legal name as shown on a valid government-issued ID, school identification, or birth certificate.
- To change a roster spot on the day of or the morning before a team's first game, the player no longer playing must have their name scratched fully out on the roster sheet of game one. Then the new player taking their place will write their name, legal first and last name, on the sheet in their place. Once the game starts, that is the team roster for the rest of the tournament)
- Team rosters become locked at the start of the team's first Saturday game. No substitutions, additions, injuries, or roster changes are permitted after that time. **(No exceptions to this rule)**
- A player may only participate on one team per division for the duration of the tournament.
- All players must meet the age requirements if the division they play in requires it.
- All players must meet the height requirements if the division they play in requires it.
- If a team is accused of breaking roster rules, here is the process:
  - If a player is accused before a game, they have till the start of the game to prove their eligibility. If they are proven to be ineligible or cannot prove eligibility before the start of the game. They will be removed from the roster; however, the team can continue advancing in the tournament.
  - If a player is accused during a game of being ineligible, the player can continue playing. However, they have till the start of the next game to prove their eligibility. If they fail to prove eligibility or are proven ineligible, then the player will be removed. Any games that the player played in will be forfeited, and the win/wins will be added to the opposing team. (If this takes place on Sunday, the whole team will be removed and the opposing team will advance.)

- If a player is accused after a game, the 3 on 3 staff will conduct an investigation and require all accused parties to prove eligibility. If they fail to prove eligibility or are proven ineligible, then the player will be removed. Any games that the player played in will be forfeited, and the win/wins will be added to the opposing team. (If this takes place on Sunday, the whole team will be removed and the opposing team will advance)
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- **THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES AND MUST VERIFY THAT THE SCORE SHEET HAS THE RIGHT ROSTER BEFORE EVERY GAME.**

**3 on 3 Staff reserves the right to make any final decision!**

## **Before the Game:**

- A coin flip prior to the start of the game will determine which team has the initial possession.
- Each player must have a number on their shirt/uniform (numbers made with masking tape are acceptable).
- If a team does not have at least three players ready at the designated game time, the opposing team may choose whether to allow the game to begin with two players or one player. If the opposing team declines, the short-handed team will receive a one-point penalty for each minute after the scheduled start time, up to a maximum of 10 points. After 10 minutes, the game will be forfeited.

## **Throw in/Starting Play:**

- The ball must be thrown (not dribbled) in from the check box at the rear of the court. First Violation: Warning from the referees or court monitor, Second Violation: change of possession. The ball must be thrown in within the 5-second count, or the team loses possession.

# After the Game

- Winning teams are responsible for turning in the completed scorecard to 3 on 3 Headquarters immediately after the game.

## Sunday Bracket Play Only

- The Master Scoreboard contains the official tournament schedule.
  - Teams are responsible for checking the Master Scoreboard after every game for updated game times, court assignments, and tournament information.
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# Game Play

## Length of Games

- Games are played to 20 points or 25 minutes, whichever comes first.
- Championship games have no time limit, except for divisions 14U and younger.
- Referees, court monitors, or 3 on 3 Staff may implement a time limit at any point during a championship game if necessary.

## Overtime

- If the score is tied at the end of regulation, the game enters overtime.
- A coin flip determines first possession.
- The first team to score 2 points wins.

## Possession Rules

- There is no “Make It, Take It.”
- Possession changes after every made basket.
- All jump balls are awarded to the defensive team.

## Stalling

- Stalling is not allowed.
- Referees, court monitors, or 3 on 3 Staff may implement a 30-second shot clock at any time.
- After a warning, failure to attempt a shot within 30 seconds results in a loss of possession.

## Timeouts

- Each team receives three 45-second timeouts per game.
  - The game clock continues running during timeouts.
  - No timeouts may be called during the final three minutes of the game.
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## Taking the Ball Back

- The ball must be “taken back” after every change of possession.
  - Both feet and the ball must clear behind the two-point arc before the offense may attack the basket.
  - Penalty: Change of possession.
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## Check Ball / Throw-In Rules

- The ball must be “checked” after every out-of-bounds play and after every made basket.
- The ball must be thrown in from the check box and may not be dribbled in.
- Defensive players may not face guard or cross the check line during the throw-in.

## Violations

- First offense: Warning
  - Additional offenses: Change of possession
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# Out of Bounds

- All out-of-bounds possessions must begin with a checked ball from the check box.
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# No Parking Zone

- The No Parking Zone is the painted area directly in front of the basket.
- An offensive player may not remain stationary with both feet inside the zone while guarded and receive the ball.
- A foot touching the line counts as being inside the zone.

## Violations

- First offense: Warning
  - Additional offenses: Change of possession
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# Dunking

- Dunking is permitted during live gameplay only.
  - Dunking during warmups or dead-ball situations may result in disqualification.
  - Hanging on the rim is prohibited at all times.
  - Players and teams may be held responsible for damaged equipment.
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# Scoring

- Baskets made inside the arc count as 1 point.
  - Baskets made with both feet completely behind the arc count as 2 points.
  - Referees or court monitors will signal when a basket counts for 2 points.
  - If there is uncertainty whether a shot is worth 1 or 2 points, the basket will count as 1 point.
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# Free Throws

- Free throws count as 1 point.
- If a player is fouled in the act of shooting and misses:
  - 1 free throw is awarded for a missed 1-point attempt.
  - 2 free throws are awarded for a missed 2-point attempt.
- All free throws are dead-ball situations.
- After the final free throw attempt, the opposing team receives possession from the check box regardless of whether the shot is made.
- Free throws must be attempted within 10 seconds.
- All non-shooting players must remain behind the two-point arc during free throws.

## Made Basket + Foul

If a basket is made while being fouled:

- The basket counts.
  - The foul is recorded.
  - The defending team receives possession.
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## Backboard / Goal Rules

### The Ball is Out of Bounds If It:

- Passes over the top edge of the backboard
- Touches the back side of the backboard
- Touches the support arms behind the backboard

### The Ball Remains Live If It:

- Touches the front padding (“garage door”)
  - Touches the bottom edge of the backboard
  - Touches either side edge of the backboard
  - Touches the top edge of the backboard without going over it
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# Personal Fouls

- Referees will record all personal fouls.
- Each player is allowed 4 personal fouls.
- A player who receives a 4th foul is disqualified from the game.
- Shooting fouls are awarded free throws according to shot value if the basket is missed.

## Team Fouls

### Team Fouls 1–4

- Possession is checked from the check box unless the foul occurred during a missed shot attempt.

### Team Fouls 5+

- The fouled player receives 1 free throw unless fouled during a missed shot attempt.
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# Intentional Fouls

- Intentional fouls result in:
    - 1 free throw
    - Retained possession for the offended team
  - Intentional fouls include:
    - Stopping the clock intentionally
    - Fouling to stop a fast break or advantage
    - Contact away from the ball
    - Fouling without making a legitimate play on the ball
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# Flagrant Fouls

- A flagrant foul involves unnecessary or excessive contact.

## Penalties

- 2 free throws
- Retained possession
- Flagrant 2 fouls result in immediate ejection

## Unsportsmanlike Conduct

- Players may be disqualified after two unsportsmanlike fouls.
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## Disqualifying Fouls

- A disqualifying foul results in immediate ejection from the tournament.
  - Violent contact, threats, abusive language, or assault toward players, spectators, officials, or staff may result in:
    - Player ejection
    - Team forfeiture
    - Removal from tournament grounds
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## Tournament Administration

- Only the team captain may discuss questions or disputes with referees, court monitors, or 3 on 3 Staff.
  - Judgment calls made by referees are final.
  - Disputes over fouls or points will not be reviewed after the game has ended.
  - Court monitors make final rulings regarding player eligibility.
  - 3 on 3 Staff reserves the right to disqualify any player or team for violations of tournament rules or conduct policies.
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## Proof of Age

- 3 on 3 Staff may request proof of age at any time during the tournament.

- Players should bring a photo ID, school ID, or birth certificate.
  - Players must provide proof of age before their next scheduled game if challenged.
  - Example: Players competing in the 13U division must still be 13 years old on Sunday of the tournament weekend.
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## False Information

- Providing false information during registration is grounds for disqualification.
  - Height-restricted divisions may be measured before play begins.
  - Players exceeding the division height limit are ineligible to participate in that division.
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## Sportsmanship and Conduct

- This is a family event. Good sportsmanship is expected from all players, coaches, parents, and spectators.
- Profanity, abusive behavior, threats, or disrespect toward officials, staff, players, or spectators will not be tolerated.

## Penalties May Include

- Technical fouls
- Player ejection
- Fan removal
- Game forfeiture
- Team disqualification
- Any player ejected from a game is suspended for the remainder of the tournament.
- If a parent or spectator is removed from the tournament, the associated player may also be removed at the discretion of the 3 on 3 Staff.
- Entry fees will not be refunded for disqualified teams.