

# **Tournament Rules and Guidelines**

## **2017 Labor Day 3 on 3**

### **1. Divisions**

The 3on3 tournament host divisions for adult players, high school aged players and youth players. Divisions for the tournament are as follows:

- 1. Lil Hoopsters (10 and under):** No player on a team may be over 10 years old on the first day of the tournament.
- 2. Shooting Stars (12 and under):** No player on a team may be over 12 years old on the first day of the tournament.
- 3. Run-n-Gun (14 and under):** No player on a team may be over 14 years old on the first day of the tournament.
- 4. Freshmen (HS):** Players need to be a high school freshmen or younger by grade. School ID required.
- 5. Junior Varsity (HS):** Players need to be a high school sophomore or younger by grade. School ID required.
- 6. Varsity (HS):** Players need to be a high school senior or younger by grade. School ID required.
- 7. 30 and Over (Adult):** Players must be 30 years of age or older on the first day of the tournament. ID required.
- 8. Women Recreational (Adult):** Players must be 18 years of age or older on the first day of the tournament. ID required.
- 9. Women Elite (Adult):** Players must be 18 years of age or older on the first day of the tournament. ID required. The Elite Open division is the highest level of adult competition offered by the 3on3 tournament.
- 10. Recreation Open (Adult):** Players must be 18 years of age or older on the first day of the tournament. ID required. The Recreation division is for teams that are not looking for the highest level of competition.
- 11. Elite Open (Adult):** Players must be 18 years of age or older on the first day of the tournament. ID required. The Elite Open division is the highest level of adult competition offered by the 3on3 tournament.

### **2. Number of Players**

Each team must have a minimum of 3 players and may consist of a maximum of 4 players. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may finish a game.

### **3. Injury/Substitute Players**

Once the tournament starts team rosters will be set. If you only have 3 players on a team and one of the players gets seriously injured and can't play then your team will be forfeited from the tournament. It is encouraged that each team register the maximum of 4 players per team.

### **4. Tournament Format**

Each division will be set up in a double elimination bracket format. Teams that lose their first two games will be eliminated from the main tournament bracket but will then be placed into a consolation bracket. Each team is guaranteed to play a minimum of 3 games.

### **5. Player Age Verification/Team Check-In**

Each team will need to check-in with tournament officials. At the check-in each player will need to show proper age verification depending on the division of which they are participating. If a player does not provide proof of age and proper ID tournament officials have the right to exclude the player and/or team from the tournament.

### **6. Ball Size**

The Women Open, Women Elite, and Lil Hoopsters divisions will use the 28.5 size ball. All other divisions will use the 29.5 ball.

## 7. Scoring

Made baskets inside the 3-point line will be counted as 2 points. Made baskets outside the 3-point line will be counted as 3 points. The first team to 30 points within the 25 minute time limit is the winner. If neither team reaches 30 points by the 25 minute time limit, see Rule 6 for overtime procedures.

## 8. Length of Play/Overtime

The first team to reach 30 points within 25 minutes of play is declared the winner. The team that reaches 30 points does not need to have a winning margin of 2 points or greater. The 25 minute clock is stopped during team timeouts and if the court monitor stops play for a player injury or other unusual circumstance. In all situations, the court official/monitor shall declare a technical foul if it is determined that a team is intentionally stalling to run out the clock. If neither team has reached a score of 30 points after 25 minutes of play to game will be stopped. At this point, if a team has a lead of 2 or more points, that team is the winner. If neither team has at least a 2 point advantage, the overtime rule must be activated. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 30 points, is the winner.

*Examples:*

SCORES AT BEGINNING OF THE OVERTIME SESSION

Score of 27 to 26: The first team to 29 wins.

Score of 26 to 26: The first team to 28 wins.

Score of 8 to 7: The first team to 10 wins.

Score of 24 to 22: No overtime is needed since the leading team has at least a 2 point lead.

## 9. Fouls

Certified officials will be used to call fouls for all games. Teams will enter the "bonus" at 7 team fouls. Fouls committed putting a team in the bonus or while in the bonus will result in one free throw. If the fouled player is in the "act of shooting" and the shot is missed, that player will be awarded two free throws on a two point try and three free throws on a three point try. If the two or three point try is made, the fouled player will receive one free throw. Players will be given 5 seconds to shoot each free throw. During a free throw, all players must stand behind the free throw line. An opposing player that intentionally disrupts the shooter's unhindered throw, which is missed, entitles the shooter to another free throw. A change of possession will result following the last of any free throws, regardless of whether the last free throw is made or missed.

**NO TOLERANCE: No free throws are awarded for any intentional, flagrant, or technical foul. The offended team receives one point and retains possession of the ball.**

## 10. Stalling

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

## 11. Start of Game

A coin toss will determine which team starts with the ball. This applies to any overtime period as well.

## 12. Change of Possession

The ball must change possession after scored baskets and after all free throw attempts with the exception of a Technical, Intentional or Flagrant foul.

### **13. Checked Ball**

The ball must be “checked” by an opposing player before it is put into play. The “check-in” must occur above the 3-point line at the top of the key. The on-ball defender must remain behind the 3 point line until the ball is “checked” and possessed. The ball may be passed, dribbled, or a shot may be attempted once it is “checked” and possessed. In Lil Hoopsters Division (age 10 and under), only, the initial pass, if made behind the free throw line extended, shall not be contested by the opposing team. If the initial pass is made below the free throw line extended, toward the basket, the pass may be contested.

### **14. Taking It Back**

The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. When taking the ball back, the player must bring both his/her feet and the ball anywhere behind the three point line.

### **15. Ball Out-of-Bounds**

A ball out-of-bounds will need to be “checked” according to Rule 11.

### **16. Jump Ball**

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

### **17. Dunking**

Dunking is NOT allowed during warm-up periods and may result in a technical foul. Teams assessed a technical foul for dunking during warm-up will also lose first possession of the ball to start the game. Note: any damage done to the basket while dunking during non-game play, liability to repair the basket will fall upon the offending player. Dunking is allowed during game play.

### **18. Substitutions**

Substitutions may only be made during a timeout or a “dead ball” situation.

### **19. Timeout**

Each team is allowed 1 timeout per game. Timeouts will last for 1 minute. The clock will stop during a timeout.

### **20. Game Times**

Game times are subject to change. It is the responsibility of the teams to know their scheduled game times. The master game schedule will be posted within the facility at all times. After each game it is strongly suggested that team members check the master schedule for their next game time. Teams will be given a 5 minute grace period before a forfeit is potentially enforced.

### **21. Use of Illegal Players**

The players listed on the roster submitted in the team registration process are the only players eligible for play on that team. **Under no circumstances will roster changes be allowed after a team plays its first game.** If a team uses a player not properly registered, that team will be disqualified from the tournament.

### **22. False Information**

Information provided during team registration is expected to be both accurate and complete. Players and teams providing false, misleading or inaccurate information may be disqualified from the tournament.

## **23. NOT IN THE RULES**

Event organizers and designated tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules & Regulations and shall have the sole authority to interpret the intent and purpose of these Rules & Guidelines. Event organizers and designated tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules.