

### 3 ON 3 "JAM"BOREE GAME FORMAT AND RULES

Revised 4-4-24

**ABSOLUTELY NO FIGHTING, PLAYERS AND OR TEAM INVOLVED WILL BE BANNED FROM TOURNAMENT AND MUST LEAVE THE PREMISES BEFORE PLAY MAY RESUME. AT TOURNAMENT COORDINATORS DISCRETION.**

**## ALL PLAYERS MUST WEAR THEIR TOURNAMENT WRISTBAND AT ALL TIMES. NO BAND-NO PLAY. ##**

1. If the tournament is canceled due to inclement weather or other unplayable conditions outside of the tournament directors' control, entry fees **will not** be refunded.
2. **All players must be listed on the entry form prior to tourney start** (unusual circumstances may occur: heat stroke, injuries, etc. no pickup players unless permitted by tourney director). **NO COACHES OR SPECTATORS CAN BE ON THE BASELINE, FOR REFS ONLY.**
3. Games are played to 21 points (win by 1) or 25 minute time limit (team leading wins). **A FREE THROW will determine** which team gets the ball first. **A BLOW HORN SIGNALS THE START AND FINISH OF EACH GAME WHICH IS SYNCHRONIZED WITH CENTER COURT CLOCK.**
4. On any **change of possession, the ball must be taken back PAST the 3 point line. ALL 3 POINTS, BALL AND BOTH FEET.** All jump balls are **GIVEN TO THE DEFENSIVE TEAM.**
5. When a basket is made, the other team will get the ball at the top of the key. The ball will then be put into play after check. No make it take it, must pass in. No dribbling or shooting from the check in point. First time is a warning, the second time is a turnover. **Can or may throw into the key area.**
6. **AFTER 2:00 WARNING EVERY FOUL IS A SHOOTING FOUL.** Stalling tactics are not allowed. On the first offense the team will be warned. On any additional offense **IT IS A TWO SHOT FOUL AND** the ball is awarded to the defensive team. (**Stalling is declared at the official's discretion**).
7. Free throws: number attempted is the same as shot taken. 1 for inside the arc and 2 from beyond the arc. Fouls on made shots: **count basket as stated and shoot one additional shot (and one). Intentional and technical fouls result in two shots** and the ball back. Lanes cleared behind the take back line and 3 point line while the shooter attempts free throw. Dead ball and change of possession. **ALL OTHER FOULS RESULT IN POSSESSION OF BALL AT TOP OF KEY.**
8. In case of tie, a free throw shoot off will determine the winner. Three players on each team shoot once, the greatest number of makes, wins. Team's alternate shots, if still a tie, do it again.
9. One timeout per team per game. 1:00 in length **No timeouts under 2:00 minutes! MUST PUT BALL IN PLAY AT 2:00 WARNING. CLOCK RUNS CONTINUOUSLY DURING TIMEOUTS.**
10. Teams must have at least 3 eligible and equipped players ready to play at designated times upon sound of the HORN. A team that is late for the game will forfeit that game. Be five minutes early for your game. **ABSOLUTELY NO GRACE PERIOD UNLESS UNUSUAL CIRCUMSTANCES APPROVED BY TOURNAMENT DIRECTOR ONLY. GAME TIME IS FORFEIT TIME!!!**
11. Teams will be bracketed into the division of their oldest player. In case of not having enough teams in your division, you will be inserted into the closest division to yours.
12. Player substitutions can be made on change of possession or free throws (dead ball only).
13. Any player committing a technical or flagrant foul will be ejected for the remainder of that game **AND MUST WEAR A BLACK WRISTBAND IN PLACE OF THE TOURNAMENT COLOR WRISTBAND.** A second technical or flagrant foul will result in ejection from the rest of the tournament and will be required to leave tournament premises. In case of a team registered as a 3 player team, the team may continue to play the game with the remaining 2 players; in case of a 4 player team, the teams may continue to play the game with the remaining 3 players. A team can finish with 2 players, but not 1. **AUTOMATIC FORFEIT WITH ONE PLAYER. NO PICKING UP ANOTHER PLAYER DUE TO AN EJECTION. MUST START WITH 3 PLAYERS. IT IS A "3 ON 3" TOURNAMENT.**
- 14. NO TOUCHING OF RIMS, DUNKING, HANGING ON NETS, ACTING AS IF DUNKING EXCEPT ON CENTER COURT. THIS INCLUDES ADJUSTING THE HEIGHTS OF ALL BASKETS. THIS IS YOUR ONLY WARNING! IF CAUGHT YOU WILL BE REMOVED FROM THE TOURNAMENT GROUNDS. (INSURANCE POLICY).**
15. Protests **must** be made prior to the start of game, or immediately following the incident, which will be directed to tourney director only! **DON'T COMPLAIN AFTER THE FACT.**
16. All rubber matches (**SECOND GAME**) in **championship** rounds are to 9 points or 15 minutes.
17. On dead balls: defender on ball must be inside the 3 point line. **THE CHECKER/THROWER IS** treated as a player out of bounds. Other players can deny. A 5 second count will be given by the referee on check in. **Can throw into the key area from the check in.**
18. Basket heights for grades 1-4 **will** be set at 8ft. (depending on the facility and permanent courts.) A girl's ball **will** be used for grades 1-6. 10ft. basket for 5th grade and up. **BOUNDARIES:** The basket structure, padding, base, and structural supports will be played as **out-of-bounds**. The actual backboard, including its face, top, bottom, and sides, shall be considered **in-bounds**.
19. Grades 1-12 will be refereed. **IF POSSIBLE, ALL DIVISIONS WILL BE REFEREED.**
20. **CO-ED** 5 players may be on a co-ed team/preferably 3 boys and 2 girls. One girl must be on the court at all times. If no girl is available due to any circumstances, it is an automatic forfeit. Grades 1-4, a girl does not need to be on the court at all times.
21. **BLOOD RULE OR INJURIES.** PLAYERS CANNOT PLAY UNTIL BLEEDING HAS STOPPED AND BLOOD HAS BEEN CLEANED UP. IN CASE OF AN INJURY. CLOCK STILL RUNS, SAFETY FIRST. INJURIES ARE AN UNFORESEEN PART OF THE GAME WE TRY TO AVOID.
22. **ALL TEAMS MUST REPORT WIN OR LOSS IMMEDIATELY TO THE CENTER COURT BRACKET/REFEREES ARE NOT RESPONSIBLE FOR KEEPING SCORE.**
23. **NO ENTRY FEE REFUNDS AFTER TOURNAMENT HAS BEEN BRACKETED OR SHIRT ORDER HAS BEEN PLACED! SORRY!**

**HAVE FUN, PLAY HARD, AND RESPECT THE GREAT GAME OF BASKETBALL.**