



Most importantly this tournament is about fun and friendly competition.

**All players and spectators are required to demonstrate good sportsmanship at all times. Absolutely no foul language will be tolerated.**

#### **TEAM:**

Each team must have at least three (3) players and no more than four (4) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes on rosters will not be permitted under any circumstances after the Tournament has started.

1. Each team is guaranteed one game. Depending on the amount of teams entered on the day will determine the type of format used for the tournament. Either two divisions or round robin.
2. Players may appear on only one (1) team roster for the tournament. Any player appearing on more than one (1) team roster will have to choose one team prior to the beginning of the tournament.
3. Each player must sign a liability waiver at the time of the tournament. A copy is available at the Village Office or at the Tournament.
4. Three players must start each game.
5. Jewelry (earrings, rings, watches, etc...), hats, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.

#### **GAME**

1. A game is 12 minutes with a continuous clock or to 21 points, whichever comes first. Semi-final games and Final game will consist of 15 minute games or 25 points, whichever comes first.
2. Starting possession is decided by a coin toss at the beginning of a game.
3. **(1) pass must be made prior to scoring a basket.**
4. Clock will only stop for injury, and/or at both teams discretion.
5. All open wounds should be bandaged; if blood is detected during a game, a substitution must take place.
6. Each successful basket counts as one (1) point and any basket scored the designated 2 point spots are worth (2) points. **After each successful basket the team that is scored upon takes possession of the ball outside the top of the circle area. TEAMS MUST CHECK BALL at the top of the circle – after each basket or stoppage in play.**
7. All fouls must be called by the **DEFENSIVE TEAM** and will result in stoppage of play and the team that IS fouled regains possession at the top of the circle. **If one team feels the defensive team is NOT CALLING APPROPRIATE FOULS** – an appointed official can be requested from the table. The selected individual may be a randomly selected unbiased player from another team who understands the basic rules of basketball but may or may not be an official basketball referee.
8. Max 5 fouls per player per game. 5 fouls means player is fouled out of that game. Game will continue with (2) players on that team.
9. All players **MUST** play at least 1/3<sup>rd</sup> portion of every game. (ex. 12 min game every player must play at least 4 minutes of that game)



10. EVERY Change of possession must begin at the top of the circle extended – EVEN IF THE BALL DOES NOT TOUCH THE RIM AFTER A SHOT. The backboard counts – so if the ball touches the backboard but not the rim – it MUST still go back to the top of the key
11. Teams must make 1<sup>st</sup> pass within an estimated 5 seconds. This is to deter teams with the lead from delaying the game and stopping the team with the lesser score from tying the game.
12. Teams will only have an estimated 30 seconds shot clock to shoot. **Defensive Team should give a 10 second warning if they feel the team in possession of the ball is taking too long to shoot.**
13. Following each dead ball period the team about to put the ball in play must check the ball with a defensive player.
14. **After checking the ball with his/her opponent the player putting the ball in play must do so by passing the ball to a teammate.**
15. Out of Bounds results in a “check” at the top of circle. Ball must be checked to a defensive player prior to throw in.
16. **The FENSE is considered OUT OF BOUNDS ON THE END LINES BUT THE LINE IS OUT OF BOUNDS ON THE SIDELINES.**
17. Following each change of possession the ball must be taken beyond top of circle extended.
18. If the ball changes possession and the ball is not cleared, and the player shoots and scores, no basket shall be awarded. The team who shot the ball will loose the possession of the ball.
19. Jump balls will be awarded to the team on defence.
20. FOULS: If a foul is committed, the fouled team takes the ball out at the top of the circle extended AND CHECKS THE BALL.
21. **If two players disagree on if a foul was committed or not....(the winner of 2 out of 3 - rock/paper scissors games) will determine who gets possession of the ball at the top of the circle extended. (Rock crushes scissors/scissors cut paper/paper covers rock. A witness from each team must be present or a non-playing person.**
22. **TECHNICAL FOUL: You will be eliminated from the game after the first technical foul is committed, and eliminated from the tournament and ejected from the premises if a second technical foul is committed. Technical fouls may be called for, but not limited to bad language, unsportsmanlike conduct, fighting, etc.**
23. TIE GAME: Teams will flip a coin to determine who will take the ball out at the top of the key. Overtime will be in sudden death format. The first basket, wins.
24. FOUL TO END GAME – If there is a foul as time expires and the team who committed the foul is in the lead by a single point or more – then the team that was fouled will be granted a single possession of the ball with 15 seconds of non-stop time on the clock. If the team who is trailing loses possession and fouls the team in the lead.....the fouled team gets possession at the top of the key and has 5 seconds to pass the ball, but the clock will not stop. When the 15seconds expire, the game will end. If an additional foul is committed by the team in the lead – the same process will take place starting at another 15 seconds.
25. FORFEIT OF THE GAME: The following infractions will result in a game forfeiture: Failure to be on the court at scheduled time; if three players cannot start the game.

### Time outs and substitutions

1. Each team is allowed one (1) one minute time-out per game. At this time the clock WILL stop.
2. Player substitution is permitted only during any dead ball situation.

**Unsportsmanlike Conduct:** The Tournament supervisor of the 3 on 3 basketball tournament has the authority to disqualify any player who conducts him/herself in an unsportsmanlike manner as deemed by the organizer.