



3-on-3 Basketball Tournament Rules and Regulations

1. Please check in prior to your first game for any updates on rosters or schedule changes that may have been made.
2. Each player must sign the registration form and the waiver prior to your first game. After the games have started, you will not be allowed to add any more players unless there is a serious injury.
3. All games will start on the hour or ½ hour. There is a five minute leeway from game time to forfeit time.
4. The clock will run continuous even at the end of a close game. The only thing that will stop the clock is a timeout.
5. A coin flip will determine who gets the ball first.
6. A basket counts as 1 point unless outside the 3 point arc, then it counts as 2 points.
7. Teams are allowed two 30 second timeouts per game.
8. Substitutions are only allowed on a dead ball and they must be signaled in by the court official.
9. Grades 7-8, Men's and Women's Divisions will play to a final score of 30 points or for 20 minutes, whichever comes first. Grades 3rd-6th will play to 20 points or the team that is ahead after 20 minutes.
10. In case of a tie at the end of 20 minutes, a coin flip will determine who gets the ball and the first team to score will win. In overtime, ANY foul against the defense, shooting or non-shooting results in a point for the opponent, and the game is over. An offensive foul would result in a change of possession.
11. The ball will be checked to the offense by the defense after a violation or a made basket. On any other change of possession (rebound, steal, etc) the ball must be cleared anywhere outside the 3 point line before the offensive team can pursue the basket.
12. Defensive fouls will result in a point for the offensive team and a change of possession. A foul on the shot will result in one point unless the basket is made, then the team is awarded two points for a one point basket and foul, three points for a two point basket (beyond the 3 point arc) and a foul.
13. Offensive fouls will result in a change of possession, no point awarded.
14. A jumpball will be ruled with alternating possession.
15. Teams must play man to man defense and you cannot press the team who is clearing the ball to the 3 point line after a change of possession during a live ball. No Double teaming, can give helpside but cannot trap and double team.
16. We request that team members have matching jerseys, but do not require it. Jerseys do not have to have numbers, but should be the same color.
17. Please check the board for updates on your tournament bracket.
18. When being seeded in a tournament after pool play, in the event of a tie, seeding will be determined in this order: 1. Head to Head 2. Offensive Points 3. Least amount of points allowed 4. Coin Flip



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