



### 3-on-3 Basketball

- Only the four players on the entry form will be allowed to play. Substitutions may be made prior to first game.
- Guaranteed 3 games. Always check brackets carefully for time and location of your next game.
- All games will be officiated by one referee with one scorekeeper/timer. Referee or tournament director will decide all disputes without appeal.
- Be at your game location 10 minutes early. If 10 minutes late, that game will be forfeited. Five-minute warm-up time will be allowed between games, subject to change, to remain on schedule.
- Girl's sized ball will be used in 3<sup>rd</sup> to 6<sup>th</sup> grade, all girls and co-ed divisions.

### Game Rules

- **Length:** Each game will be 20 minutes in length with 2 one-minute timeouts per team.
- First possession will be determined by flip of coin.
- **Scoring:** All field goals inside the 3-point arc will count 1 point, outside the arc, 2 points.
- Games played to 21 points or time limit except for grades 3<sup>rd</sup> to 6<sup>th</sup>, which is 15 points, or time limit.
- The team that reaches maximum points or is ahead at the 20-minute time limit is the winner of that game. Clock will stop for timeouts and injuries only. Foul shots awarded as time runs out will be allowed if they could determine or change the outcome.
- **Possession:** Ball must be checked to the defense each time before being put into play. When ball is checked back to the offense, by the defense, outside the 3-point arc. The instant it touches the offensive player's hands it is a live ball and can be passed, dribbled or shot. Ball should be checked and returned *politely*.
- The ball must be brought back outside the 3-point line on every possession change, made basket, jump ball, defensive rebound, steal, violation, or lost ball, no matter where the ball goes out of bounds. **BOTH FEET** must touch outside the arc. If both feet do not touch outside the arc and the ball is advanced toward the basket it is considered a violation and will result in a turnover.
- No stalling will be allowed. If at any time during the game, the referee determines stalling tactics are being used, he will warn the offensive team and they will have 10 seconds to shoot the ball. If no shot is taken, it will result in a turnover. Please try to beat your opponent by reaching your 15 or 21 point maximum and the stalling rule will not have to be used. A second stalling call will result in a technical foul.
- **Overtime:** In the case of a tie, all members from each team will each shoot one free throw. All members of one team shoot their free throws. Then the second team members all shoot. Repeat complete process until tie is broken. If any team only has 3 players, they are at a disadvantage.
- **Personal fouls:** **NO** free throws are to be shot until a team has committed 7 fouls. Personal fouls before the 7th team foul will result in possession of the ball, and the basket (if made) when fouled in the act of shooting. Only possession is awarded when fouled **NOT** in the act of shooting before the 7th team foul occurs. Upon and after the 7th foul, if a player is fouled in the act of shooting and scores, he/she is awarded the basket, one free throw and **NOT** possession. All other foul occurrences while in the bonus will result in one free throw, unless fouled while shooting, outside the arc, which would merit the shooter 2 free throws, if shot is missed, and **NOT** possession. If fouled on any successful 2-point attempt outside the arc while in the bonus (7th foul and after), the shooter is awarded 1 free throw and the defense gets the ball. These rules are designed to penalize and discourage rough play. **KEEP IT CLEAN.** Ball always goes to the non-shooting team after free throws are shot. No need to line up for rebounds - - just clear the lane for the shooter.
- **Technical Fouls:** Poor sportsmanship and/or rough play will absolutely **NOT BE TOLERATED**. A technical foul will result in one point awarded, a team foul, and possession to the offended team.
- **Dunking:** No dunking allowed in warm-ups or during play. A technical foul may be assessed if this rule is violated.

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