



Paperfest
Sunset Park, Kimberly
www.Paperfest.org

3-ON-3 BASKETBALL RULES

TOURNAMENT FORMAT

- Only players listed on the entry form, with a paid entry fee and signed waiver, will be allowed to play.
- Athletes may play up divisions, not down; and females are allowed to play on males teams. Coed teams will use male ball.
- Each team is guaranteed two games. Check the brackets prior to first game for times and court locations.
- Check in with scorekeeper 10 minutes prior to start of your game. If 5 minutes late, game may be forfeited.
- A 5 minute warm-up period is allowed between games as long as the tournament is on schedule.
- All games will be self-officiated with one scorekeeper/timer. Disputes will be settled by the tournament director and scorekeeper.
- Girl's sized basketballs will be used in games age 12 & Under as well as all Girl's divisions.
- Prizes will be awarded to the top teams in each division. Cash payouts for adult divisions and allowed prizes according to WIAA rules will be awarded to younger divisions. Payout for adult divisions is based on a 10 team minimum.
 - Adult Payout – 1st: \$300, 2nd: \$100, and 3rd: \$50

SPECIAL RULES

Scoring – All field goals inside the three point line will be worth one point. All field goals outside this line are worth two points. A free throw is also worth one point.

Winning Team – the team winning at the end of 20 minutes or the first team to 21 points, whichever comes first.

Overtime – in the event that the teams are tied at the end of the time limit, teams will trade off shooting free throws. As soon as one team has an advantage, with both teams having shot the same number of free throws, this team will be declared the winner. All players must shoot before any player is allowed to shoot again.

Possession – the ball must be checked to the defense each time before being put into play. The ball must be checked outside of the arc and instant it touches the offensive players' hands, when checked back from the defensive player, the ball is live and can be passed, dribbled, or shot. All checks must be done politely.

Change of Possession – the ball must be brought back outside the three point line on every change of possession. This includes, but not limited to, turnovers, air balls, out of bounds, etc. The player in possession of the ball must touch one foot outside the arc for it to be considered brought back.

Stalling is NOT Allowed – if at any time during the game the scorekeeper/timer determines stalling tactics are being used, the stalling team will be given a warning and will have 10 seconds to shoot the ball or a turnover will be granted. If the same team is deemed to be stalling again, they will be assessed a technical foul.

Personal Fouls – No free throws are shot until a team has committed seven fouls. Personal fouls before the seventh team foul will simply result in possession of the ball at the top of the arc for the fouled team. If the team is fouled in the act of shooting, no free throws are shot, and the ball is again checked up top. If the team is fouled in the act of shooting and makes the shot, the basket counts, and the team that was fouled (just scored) gets to check the ball up top, like normal.

After 7 Team Fouls – on normal, non-shooting fouls and fouls in the act of shooting inside the arc that are missed, the fouled team will shoot one free throw and then give the possession to the other team. On fouls beyond the arc that are missed the shooting team will get two free throws and then give possession to the other team. On fouls on made baskets of any kind, the shooting team will get one free throw and then give possession to the other team. When shooting free throws for normal fouls, both teams should clear the lane and the non-shooting team will always gain possession after all free throws have been shot.

Technical Fouls – Poor sportsmanship, rough play, and foul language will not be tolerated. Technical fouls will be called by the scorekeeper. One foul will be assessed; the offended team will get one point plus the ball.

TOURNAMENT RULES

- Each game will be played to 21 with a 20 minute time limit. Each team is given 2 one-minute timeouts per game.
- First possession will be determined by the flip of a coin. The 20 minute clock will stop for timeouts and injuries only.
- Dunking is NOT allowed in warm-up or during play. A technical foul may be assessed if this rule is violated.
- Tiebreakers for seeding: 1) Overall Record 2) Head-to-head matchup 3) Average Point Differential
4) Average Points Allowed 5) Place in group (1st, 2nd, or 3rd) 6) Coin Flip

MISCELLANEOUS INFORMATION

- Tournament Director has the authority to alter rules and make decisions not covered in the rules as seen above. They also have the power to cancel any events for reason including, but not limited to, safety, weather, and playing conditions.