



## 3 on 3 Basketball Tournament Rules

1. Teams of 4 playing 3 on 3 (1 player on each team will be a sub).
2. 1 point free throw baskets, 2 point baskets, 3 point baskets behind the 3-point arc
3. After one team makes the shot, the other team gets the ball (loser's ball). The team that just scored must give a "clean check".
4. Per court: 2 refs. 2 score keepers , 1 time keeper per court, 2 court managers
5. **Players will be calling their own fouls during the game, can verify the foul with Refs**
6. **Referees will be calling technical, intentional, and flagrant fouls or if they see an obvious foul.** Please scroll down to see fouls and violations.
7. Teams must be at their court 5 minutes prior to scheduled game time, even if games are running behind. Late teams or players will have 5 minutes before forfeit.
8. No dunking allowed
9. There is an "unwritten" 24-second shot clock
10. **Any unsportsmanlike behavior will result in that player/team being disqualified and removed from the tournament. Please scroll down to see grounds for disqualification from tournament.**

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### Tournament Format:

There will be 4 divisions:

- a. Junior Co-Ed Division (ages 13-15)
- b. Female Division (ages 16-21)
- c. Male Division 1 (ages 16-18)
- d. Male Division 2 (ages 19-21)

**STANDINGS:** The top 4 teams from each division will be entered into the playoffs based on point differentials:

- Margin of points won by in victories subtracted by margin of points lost in losses (ie game 1: W 25-20, game 2: L 12-18, and game 3: W 20-10, would give a total point margin of  $5 + 10 - 6 = +9$  pt differential). Teams therefore want to win by as many points and lose by as few points as possible.
- If teams have tied records and point differentials:
  - Total points scored
  - Forfeited teams will receive a deduction of average point differential

- “Winning” team of forfeited game will receive points based on average point differential

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## POSSESSION:

- Opening possession of the game will be determined by coin flip.
- Change of possession must cross free throw line or 3 point line if away from free throw line (even on airballs or steals). Player’s entire body must cross the line.
- Check ball at top of the key with every dead ball.
- After one team makes the shot, the other team gets the ball (loser’s ball). The team that just scored must give a “clean check”.

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## GAME TIME:

- The clock is running and will **NOT** be stopped during free throw or for technical or personal fouls. (5 seconds time limit to shoot a free throw) The clock will be stopped for timeouts or at the ref’s discretion for injuries.
- Timeout – each team gets one 20-second timeout per regular game where substitution can be made
- **Preliminary games: 10 minutes with NO half time**
- Substitutions will **ONLY** be allowed during timeouts and fouls that require free throws
- **No** substitutions will be allowed during ball violations and non-free throw shooting fouls
- Time left – the stopwatch keeper will call out when there is 5, 2, and 1 minutes left in the game as well as 30 seconds, 10 seconds, and counting down from 3 seconds.
- **24 seconds shot clock** – there will be an “unwritten” 24 second shot clock in effect at all times and will be enforced by the referee at their discretion. Failure to attempt a shot in 24 seconds after being advised by the referee will result in a loss of possession.
- **Stalling is prohibited at all times.** Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a **technical foul** against the offending team

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## FOULS AND VIOLATIONS:

- **PLAYERS will be calling their own fouls throughout the game**
- **REFERREES will ONLY call: intentional, technical, flagrant fouls and visible personal fouls.**
  - **If players cannot agree on final decision, referee will make the call and will be FINAL.**

- **Personal Fouls** - Each player is allowed up to 4 fouls before they foul out. The 5<sup>th</sup> foul results in a foul out. Score Keepers keep track of the fouls for each player. When a player exceeds this limit, they will be disqualified from playing in the remainder of the game.
- Non-shooting fouls will result in a change in possession or recheck.
- **And One**- If the player makes the shot and is fouled, the basket counts, the team foul for defense is recorded, and the other team gets the ball. If the defending team is over the foul limit, then the basket counts and the player takes 1 free throw. If hit, the other team gets the ball. Live ball following a miss.
- Calls that won't be enforced:
  - Kickball, unless clearly deliberate
- **Flagrant fouls – a contact foul intended to hurt an opponent or a non-contact foul involving vulgar language or verbally abusive behavior**
  - Opposing team shoots 2 free throws
  - Team captain may select player to shoot
  - One flagrant foul will result in the player being automatically **ejected from the game**
  - Two flagrant fouls will result in the player being **automatically ejected and disqualified from the tournament**
- **Technical Foul:** a technical foul will result in a team foul, 1 free throw, and repossession for the other team.
  - Two technical fouls results in **ejection from game.**

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## GROUNDS FOR DISQUALIFICATION FROM TOURNAMENT:

- **Anyone involved in punching or fighting, for any reason, will be ejected and disqualified from the tournament.**
- Use of illegal players – non-registered players on your team without permission from officials
- Consumption of alcohol, use of substances, and smoking/vaping
- False information – the age of any player does not match their identification
- Unnecessary roughness – 2 flagrant fouls results in disqualification from tournament
- Delay of game – persistent complaining of calls to delay the game

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## PLAYOFFS:

Junior 13-15 – 4 team single elimination  
 Female 16-21 Division – 4 team single elimination

Male 16-18 Division – 4 team single elimination

Male 19-21 Division – 4 Team Single elimination

- Playoff and final games: 12 minutes (6 minutes halves) with a 1 minute half time
- First possession determined by coin flip. The other team gets the ball at half time.
- Time is stopped for free throws.
- Each team gets 2 timeouts that is 20 seconds.
- Tied games go into a 2 minute sudden death with first possession determined by a coin flip. Process is repeated if there is another tie in sudden death.