



3-on-3 Tournament Rules

1. **ROSTERS:** A team will consist of 3 players on the court and 4 players max on the roster. A game may be started and continued with 2 players if necessary. No additional players may be added to the roster after the tournament has begun. Players may play in multiple divisions IF they play up in age. Players may NOT play on multiple teams within the same division.
2. All individuals participating on a team must wear a shirt or uniform of similar color. All teams must bring a dark option AND a white or gray top!
3. 5/6 and 7/8 grade games play to 15 points or 20-minute time limit. 9/10 and 11/12 grade games play to 20 points or 20-minute time limit.
4. Coin flip will determine initial possession.
5. Baskets are 1 point inside the arc and 2 points behind the arc.
6. You need to win by 2 points in CHAMPIONSHIP GAMES ONLY. All other games you only need to win by 1.
7. If game ends in a tie, there will be a 2-minute overtime period. Possession will be determined by a coin toss.
8. One 30-second time out per team, per game.
9. Each court will have a scorekeeper. One member from each team must check in with the scorekeeper prior to each game so they know which team is which.
10. Defense gets possession after a score (no make-it-take-it).
11. Substitutes may be made after a basket or any stoppage of play.
12. On a change of possession, steal, rebound, etc., the defensive team must take the ball outside the arc to establish itself as the offense. Even on an air ball, the defense must clear it behind the arc.
13. Ball is taken on top after each made basket and dead ball or out of bounds situation. Defense checks the ball. The offensive team must pass the ball in before dribbling or a shot is attempted.
14. **FOUL RULES:** On shooting fouls, the shooter gets 1 free throw (2 if a 2-point attempt). On the 7th team foul, the other team gets 1 free throw. If a free throw is missed, gameplay continues. On an "And-one" situation, count the hoop and shoot 1 free throw. On a technical foul, the non-offending team gets an automatic 2 points and possession of the ball.
15. 5 seconds in the lane for 5/6 grade; all others are 3 seconds.
16. No profanity, taunting, fighting or other unsportsmanlike behavior.
17. Referees have the authority to eject players or spectators from the game and event.
18. Organizers, sponsors, volunteers, and others involved accept no liability for injury or anything lost or stolen. Players play at their own risk. This is not a school function.