

3on3

Basketball Tournament

Rules And Regulations

The following rules have been designed to ensure fair play and security for all participants. Each player is expected to understand these rules prior to participation in the tournament

Prior To The Game

Each team must have a minimum of (3) three players on its roster who have registered their team by the pre-determined entry deadline. Additions and/or changes to any roster must be approved by a tournament staff member and completed prior to the start of a team's first scheduled game. No substitutions are allowed after your first scheduled game. A player is allowed to participate on only (1) one team for the duration of the tournament.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. The team captain will represent their team as a spokesperson at all times.

All games must start with three players on each team. All games are played on a half court.

A coin flip prior to the start of the game will determine which team has the initial possession.

Game Play Starting play/Resuming play/Throwing in:

A coin flip prior to the start of the game will determine which team has the initial possession.

The ball must be checked by an opposing player and then must be thrown (not dribbled) in from outside the two-point line. The ball changes possession after each scored basket, except after free throws in the occurrence that the shooting team retains possession of the ball. When in play, the ball must be "taken back" on each changes of possession with both feet behind the two-point arc.

First team to score 16 points or 30 minutes of play, whichever comes first is determined the winner, If the games go 30 minutes, the team with the most points wins. Only exception is the Championship Game which has no time limit. If the score is tied at the 30 minute mark the games goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score in overtime period.

No stalling is allowed. The referee/court supervisor may institute a 30 second shot clock at any time. After a team has been warned about stalling, the next result is a loss of possession.

All jump balls, as determined by the referee/court supervisor, become the possession of the defensive team.

Each team is allowed (2) two time-outs per game. The 30 minute running clock does not stop unless the timeout is called during the final 2 minutes of the game.

Fouls:

Any time a basket is made and a foul is called:

- The basket counts
- The referee/court supervisor records the foul

All fouls (intentional/flagrant) will be called by the referee/court supervisor only!

The result is one free throw for the player fouled and retains possession and checks ball behind the two-point arc.

There is a **ZERO TOLERANCE** policy for flagrant fouls or continuous misconduct. At the discretion of the referee/court supervisor these types of behaviors will result in team forfeiture of the game and dismissal from the tournament (**ENTIRE TEAM**)

Scoring

Baskets made from inside the two-point counts as (1) one point. Baskets made when the shooter has both feet behind the two-point counts as (2) two points. Referee/court supervisor will call "two points." Free throws count as (1) one point. All free throws are dead balls. All players will remain behind the two-point arc while the free throw attempt is being made.

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After the game the captain of the winning team must obtain the score sheet from the referee/court supervisor and deliver the score sheet to the Scoreboard tent, the official schedule for the tournament can be found in the scoreboard tent. After each game, each team must check the scoreboard for future scheduling and information.

Tournament Administrations

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

K'Will Enterprises reserves the right to reduce the number of scheduled games, or shorten games, due to weather or unforeseen circumstances.

K'Will Enterprises reserves the right to disqualify any team for infractions of the following policies:

- Use of illegal players
- Unnecessary vulgarity or abusive conduct