



3 on 3 Tournament Rules

1	TEAM ROSTER	All games must start with a minimum of 2 players per team. A minimum of 3 players must be registered to a maximum of 5 players per team. The game clock will begin at the scheduled time of the game whether teams are ready to play or not. All player names must appear on the scoresheet prior to the game beginning with the first player listed being designated as the "Team Captain" who will be the only player permitted to speak for the team. Games will be defaulted to the opposing team after five (5) minutes from the scheduled start of the game if the other team fails to provide the minimum of 2 players. A default will be recorded as a 1-0 win for the opposing team. The court supervisor will hold the final authority on the 'official time'.
2	THE COURT	The dimensions of the 3on3 court will be played on a 'half-court' with a modified half-court line, sidelines and baseline being used as the playing surface. The traditional '3-point line' and the marked key will be used in all games. The top, sides, and bottom of the backboard are INBOUNDS. The metal support pieces from the top base unit to the backboard are OUT-OF-BOUNDS.
3	BALL SIZE	A size 6 (28.5) basketball shall be used for all levels EXCEPT: 7 th /8th Boys (regulation)
4	GAME DURATION	One, 25-minute game. No halftime.
5	INITIAL POSSESSION	A coin flip shall determine which team gets the choice of first possession.
6	SCORING	Two (2) points will be awarded for all made field goals taken inside the marked arc and three (3) points will be awarded for all made field goals taken outside the marked arc.
8	OVERTIME	A coin flip shall determine which team gets the first possession. the first team to score two (2) points (not baskets) will win the game.
9	SHOT CLOCK	There will be no shot clock however, intentionally delaying a possession longer than 30 seconds will be enforced at the referees discretion
10	POSSESSION FOLLOWING A FIELD GOAL	Following each successful field goal or last free throw, a player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc. THERE IS NO 'CHECK BALL' ACTION AFTER ANY SUCCESSFUL SCORE.
11	POSSESSION FOLLOWING A VIOLATION	The opposing team will gain possession at the top of the arc and "check the ball" to the opposing defender to resume play 'live off the top'.
12	POSSESSION FOLLOWING A STEAL, TURNOVER, AIR BALL OR DEFENSIVE REBOUND	The ball must be passed or dribbled anywhere beyond the arc with both feet clearing the line. No 'ball check' is required. The ball must be cleared after every shot, make or miss. Failure to "clear" the ball will result in a warning on the first violation, then a loss of possession every time after.
13	POSSESSION FOLLOWING A JUMP BALL	In the event of a jump ball situation, the defensive team shall be rewarded the ball requiring a "check of the ball" at the top of the arc.
14	FOULED IN THE ACT OF A MADE FIELD GOAL (And 1)	A personal and team foul are assessed. Fouls during the act of shooting followed by a successful field goal will be awarded one (1) additional free throw.
15	FOULED IN THE ACT OF A MISSED FIELD GOAL	A personal and team foul are assessed. Fouls during the act of shooting inside the arc shall be awarded 1 point plus one free throw. Fouls during the act of shooting behind the arc shall be awarded 1 point and one free throw worth 2 points
16	FREE THROW PROCEDURE	All free throws will see a traditional line up and a missed free throws will be a 'live ball' however the defensive team must still 'clear the ball'. A made free throw will see a player from a non-scoring team resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc. THERE IS NO 'CHECK BALL' ACTION AFTER ANY SUCCESSFUL SCORE.
17	FOUL LIMIT PER PLAYER	Players are disqualified from the game upon their 4th personal foul per game. The game will continue with as few 1 remaining player on the court after which the game will be defaulted to the opposing team.
18	TEAM FOUL LIMIT & PENALTY	Once a team reaches 7 team fouls per game, the opposing team will automatically receive one (1) point and shoot one (1) free throw worth one (1) point using the Free Throw Procedure indicated above. All team fouls will carry over into the overtime period.
19	FIGHTING AND FLAGRANT FOULS	Players removed for fighting in a league game will be automatically suspended for one (1) game to be served at the team's next immediate scheduled game. Players called for any flagrant foul will be immediately ejected from that game. Neither situation can be appealed. Repeat offenses will be subject to further action by the league if warranted. There will be NO game protests accepted. Appeals on referee decisions will not be entertained. Rulings on situations not addressed within these rules will be made at the discretion of the KIDSPORTS.
20	TECHNICAL FOULS / ZERO TOLERANCE POLICY / CODES OF CONDUCT	Referees can assess technical fouls - without warning - for offensive language, taunting, excessive arguing or unsportsmanlike conduct as deemed by the referee. If a player receives a technical foul, the opposing team will shoot one (1) free throw and retain possession of the ball. In a double technical foul situation, no free throws are awarded and the team which had possession of the ball before the double technical fouls were called retains possession of the ball. Good sportsmanship is expected at all times. Please remember that this event will take place in a family first oriented facility and negative behavior will not be tolerated
21	SUBSTITUTIONS	Substitutions will only be permitted during a 'dead ball' situation or at the sound of a referee's whistle.
22	TEAM CAPTAIN	The Team Captain is the sole representative for their team. The captain has the right to speak with the referee for an explanation of any rules. There will be NO PROTESTS permitted. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue.
23	REFEREES	One referee will be used per game and provided by KIDSPORTS.
24	SCOREKEEPER	The Home team must provide a scorekeeper. Scores, personal fouls and teams fouls will be kept by the scorekeeper using the provided scoresheet, pen and clipboard.
25	TIME-OUTS	One, 30-second timeout per game
26	PLAYER ELIGIBILITY	The players listed on the roster at the time of registration are the only players eligible to participate in the league. KIDSPORTS reserves the right to request identification from players at any time during the event. Information provided to KIDSPORTS at registration will determine the basis for division creation. Any false information is grounds for disqualification.
27	GAME RESULTS	It is the responsibility of the Team Captain of the winning team to report the final score at the completion of the game.
28	SMOKING, ALCOHOL AND GARBAGE	There is a strict no-smoking, tobacco use, or open alcohol policy in effect for everyone (players, coaches, referees, staff, volunteers and spectators) on the KIDSPORTS property at all times. All teams must ensure they place all garbage and recycling in the proper place at the end of each game.
29	DEFINITIONS	"The Arc" -traditionally referred to the '3-point line' in 5 on 5 full court basketball. "Clear the Ball" - The ball is considered "cleared" or "behind the arc" when the offensive player in possession of the ball has both feet behind the marked two point line."Check the Ball" - The act of the defense giving the ball to their opponent at the top of the 2-point arc. The defender must allow the offensive player to have complete possession of the ball before any steal attempts are made.