

3 on 3 Basketball Tournament Rules

1. Each team must register at least three players on its roster on or before the date of the tournament. The fourth player is optional. Five players are not allowed. No additions, deletions and/or changes may be made after games have started.
2. Each team is guaranteed at least 2 games.
3. No refunds will be given for any reason after the entry deadline.
4. Player substitutions after initial registration and up to the start of the event must be for the same group and accompanied by the registration form with proper signatures.
5. Players may appear on only 1 team roster. The divisions are not split into male/female.
6. The format of the tournament will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division. The tournament director reserves the right to change the format based on external events (i.e., inclement weather).
7. The referee will be the official timekeeper/scorekeeper and will be responsible for mediating all disputes. Standard VHSL Basketball Rules will apply. The referee' interpretations of the rules are final.
8. Physically or verbally threatening or abusing a referee is cause for immediate disqualification.
9. Arguing with referee' calls may result in a technical foul awarding the opposing team one free throw and possession.
10. Players and/or teams may be removed from the game at the discretion of the referee for abusive behavior, flagrant fouls or rough play. Unruly fans may also be removed from the area.
11. Jewelry is not allowed to be worn by players during the game.
12. Player substitutions will be permitted on any dead ball situations, but the 15 minute clock continues to run.
13. During substitutions and time-outs, the 15 minute clock will continue to run but play will be momentarily stopped.
14. One time-out is allowed and limited to 30 seconds. Due to a continuous 15 minute clock, no team in the lead can call a time-out with less than 2 minutes to play.
15. Teams must be at their court on time. A three-minute forfeit time will be strictly enforced.
16. Both teams will warm up at the same time prior to start of the game.
17. Each team must start and finish the game with at least two players.
18. A coin flip at the start of the game will determine first possession. Second team or bottom team listed gets to call the coin flip for 1st possession.

19. All games are played to 15 points/baskets (win by 1) or 15 minutes (running clock), whichever comes first. Team ahead after 15 minutes wins. All baskets are worth 1 point.

20. The tournament director reserves the right to change the 15 point limit and/or time limit due to external events.

21. If the game is tied after the 15 minutes have elapsed, then a sudden death free throw playoff will determine the winner with 3 players from each team shooting one free throw each. If still tied, the referee may, at their discretion, move the line backward until a winning team is determined.

22. The 3-point line/(Top of the free throw circle when no 3 point line present) represents the "take back" line.

23. After a made basket or a dead ball situation, the ball must be checked by a defense player to an offensive player where the offensive player has both feet behind the take-back line or the referee can check the ball in play. The offensive player must pass the ball into play. The defensive player guarding the person checking in the ball must be inside the take-back line.

24. On any change of possession, the offense must bring the ball past the take-back line before a shot can be attempted. Both feet must be completely behind the line. If a team forgets to take it back and makes a basket, the basket will not count, and the opposing team takes possession of the ball. If the shot misses, then the ball is live and both teams still need to take it back.

25. Change of possession means any defensive rebound (including an air-ball), a steal, a made basket or a made (or missed) free throw. This is not make-it, take-it.

26. If the player is fouled while shooting and makes the basket, the basket counts (the foul is ignored) and the opposing team takes possession. Otherwise, the team that was fouled retains possession and the ball is checked in as usual.

27. If the referee rules that a foul was intentional, flagrant or meant to cause harm, the player fouled will shoot one free throw and that team will keep possession of the ball. The player called with a flagrant foul will be ejected from the tournament, and not allowed to participate in future tournaments.

28. Any player(s) involved in fighting or continued misconduct will be disqualified from the tournament and will not be allowed to participate in future tournaments.

29. There is an imaginary 3-second lane near/under the basket. The referee will give a warning. Subsequent infractions will result in loss of possession.

30. Jump balls always go to the defense.

31. The top, sides, and bottom of the backboard are in bounds. A ball that goes over the backboard or makes contact with the basket mechanism is out of bounds.

32. The referee has the right to make a ruling on any issues that are not covered within these rules.