

Back-2-School Elkhart 3-on-3 Game Regulations

PRE-GAME AND SCHEDULING

1. All games may start and be completed with any number of players (3, 2, 1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason (inclement weather, slow play, etc...).
Game time is forfeit time.
5. SPECIAL NOTE: We suggest that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.
6. No dunking allowed – warm ups or games. Any participant registered to play and is observed dunking on any basket at any time may be dismissed from the tournament. Entry fee will not be refunded.

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game. Exception 40 and over division is allowed two (2) one minute time-outs per game.
2. If play is stopped by a teammate or official to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

LIVE BALL/DEAD BALL POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. possession/no make it take it).
3. Jump balls will be called by the official and will go to the defense. (Not Alternating possession)
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play.
6. All fouls and violations will be played out-of-bounds at the top of the court.
7. A ball out-of-bounds will be taken at the top of the court.
8. The ball must be “taken back” past the 3 pt. line on every changed possession. “Taking back” means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not “taken back” and then advanced, any other

violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly “taking it back” the foul will be honored; however, no points will be awarded.

9. 10-Second Rule. When taking the ball out-of bounds, a player shall have ten (10) seconds to put the ball into play. A player shall also have ten (10) seconds to initiate any free throw attempt. In either case, the official is responsible for determining when a violation occurs, which will result in a loss of possession of the ball.

10. Any infraction of these regulations will result in loss of possession of the ball.

MISCELLANEOUS

1. All women’s divisions and 10 and under age divisions will use the intermediate size basketball.

2. No alcoholic beverage will be allowed for player consumption on-site.

3. HIV/AIDS – officials, or Medical Personnel shall order any player who is bleeding or has blood on his/her skin, shirts, shorts or uniform to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player’s clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the official. Return to the game must take place on a dead ball situation.

4. The Team Captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players. We ask that all coaches and parents play “the role of a spectator only”.

5. Jewelry (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.

RULES

1. Any question, complaints, or comments shall be taken up with the official. Only the team captain may be the spokesperson for his/ her team.

2. The Official has absolute authority to control play on his or her court, including the right to ‘sit’ a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. Higher authority cannot change the judgment decisions of the Official. Only questions concerning rule interpretation are appealable.

3. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

SCORING

1. A field goal is worth 1 point.

2. A successful goal from behind a designated line (approx. 19’ 9”) is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.

3. The following scoring rules apply:

- A. Winner Bracket Games - 15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
- B. Loser Bracket Games - 15 points straight-out, (i.e. no "win by 2").

FOULS AND VIOLATIONS

Note: Technical Fouls are the only fouls that will result in free throws before seven (7) team fouls have been committed.

1. Shooting fouls will be handled in the following manner

A. When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.

B. When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, possession goes to the defensive team.

NOTE: One (1) free-throw will be awarded to the fouled player within the 3 pt line,(2) free-throws will be awarded to the fouled player behind the 3 pt line.

2. Non-shooting fouls – on and after the 7th team foul – will be handled in the following manner:

A. If the free throw is made, possession goes to the defensive team.

B. If the free throw is missed, possession goes to the defensive team.

3. All free throws are dead balls.

4. All technical fouls will be counted as a team foul.

TECHNICAL FOULS - PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. DEFINITION: The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

- A Contact Foul intended to hurt an opponent, fan or Official
- Vulgar or verbally abusive behavior
- Other misconduct deemed inappropriate by the Official (e.g. intentionally kicking the ball, etc.) or
- A contact foul designed to neutralize an opponent's obvious advantageous position.

2. PENALTY: A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.

• The Team Captain may designate the player to shoot.

• The Offended Team will retain possession of the ball whether the shots are made or missed.

Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

3. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.

4. A Technical Foul will be counted as a Team Foul.

5. Continuous misconduct, intentional and/or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other Tournament Official.