

Beachwood Chamber of Commerce: Rules for 3 on 3 Basketball Tournament

Players: Minimum of 3

DAY: THURSDAY, March 19th

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. Any questions concerning these rules should be directed to the basketball tournament directors.

First place= 10 points

Third Place= 2 points

Second place= 6 points

Participation= 1 point

PRIOR TO GAME

Each team must have a minimum of three (3) players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by a director of basketball, 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 one team in their division 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 his/her team as a spokesperson at all times.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with at least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes. A game won by forfeit will result in a 15-0 victory for the team present at the court.

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:

The ball must be checked by an opposing player and then must be thrown (not dribbled) in from outside the two-point line.

First Violation: Warning from the referees or court supervisor

Second Violation: Change of possession

Length of Games:

First team to score 15 points, or 15 minutes (leading team wins), whichever comes first. If the game goes 15 minutes, the team with the most points wins. The only exception is the Championship Game in each

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division that has no time limit. A game won by forfeit will result in a 15-0 victory for the team present at the court.

Sudden Death Overtime:

If the score is tied at the end of 15 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score a point in the overtime period.

No "Make It Take It":

The ball changes possession after each scored basket, except after free throws when shooting team retains possession of the ball.

Stalling:

No stalling is allowed. The referee, court supervisor or Tournament Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls, as determined by the officials, become the possession of the defensive team.

Time Outs:

Each team is allowed two (1) 45-second time-outs per game. The 15-minute running clock does not stop unless the timeout is called during the final two (2) minutes of the game.

Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind two-point line. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court supervisor

Each Following Violation: Change of Possession

Fouls:

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

- The basket counts
- The referee and/or court representative records the foul
- Defending team receives the ball

If a player is fouled in the act of shooting and a basket is not made, the shooting team retains the ball, unless the foul is on or after the 7th foul, then the player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc). If the player is fouled in the act of shooting and the goal is made, the shot is scored and the ball changes possession (unless the foul is on or after the 12th, then the shot is scored and the shooting team retains possession).

Team Fouls 1-6: All fouls are common fouls. Retain ball and check ball from the "take back" line.

Team Fouls 7-11: One free throw; unless fouled in the act of shooting (see above). Ball changes possession.

Team Fouls 12+: One free throw; unless fouled in the act of shooting (see above). Regardless of make or missed free throw, the shooting team retains possession.

All intentional fouls will be called by the referee, court supervisor or Tournament Staff member only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at

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the check box. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.

There is a ZERO TOLERANCE policy for flagrant fouls or continuous misconduct. At the discretion of the referee, court supervisor or Tournament Staff member, these types of behaviors will result in team

forfeiture of the game in question, and the team and/or individual be put under probation for the duration of tournament play. Further offenses will lead to team dismissal from the tournament.

All flagrant fouls are called by the referee, court supervisor or Tournament Staff only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

Scoring:

Baskets made from inside the two-point line count as one (1) point. Baskets made when the shooter has BOTH FEET behind the two-point line count as two (2) points. Court monitors or referees will call "two points". If there is any doubt by the court supervisor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free throws:

Free throws count as one (1) point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (see foul section). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point line while the free throw attempt is being made.

TOURNAMENT ADMINISTRATORS

1. ALL tournament directors decisional are final
2. Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.
3. The tournament directors reserves the right to reduce the number of scheduled games, or shorten games, do to unforeseen circumstances.
4. If there is a question on rules or an issue the tournament director's decision is final

Tournament Staff reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players:

The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Tournament Staff. The *Tournament* Staff reserves the right to request employee identification from players at any time during the tournament.

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Unnecessary vulgarity or abusive conduct:

Good sportsmanship is expected. An Tournament Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.