

SPRING SLAM 3 ON 3 TOURNAMENT

3-ON-3 BASKETBALL RULES

Current National Federation (High School) Basketball Rules will govern play except for the following rule modifications:

General Information:

1. All participants must check in with the court monitor prior to scheduled start time to avoid a forfeit. No player may enter a contest without first establishing identity with the scorekeeper.
2. All players must check-in 15 min before the scheduled game time.
3. **Players may only play on one team.**
4. **Game Time is forfeit time.**

Equipment:

1. Only non-marking shoes will be allowed. Basketball style shoes are preferred.
2. No jewelry may be worn. Exception: Medical alert tags may be worn.

Game Rules:

1. 3-on-3 Basketball is a half court game played by two teams of 3 players. Teams must begin the game with at least 2 players and may finish with a minimum of 2 players.
2. **Fouling:** Teams are responsible for the officiating of their own contests. The player that is fouled will be responsible for calling his or her own fouls. If a foul is called during the course of the game, the ball will be checked at the top of the key with the opponent and play shall continue. If a player is fouled in the act of shooting and the basket is made, the basket is good and the ball next belongs to the defense. If a player control foul occurs, the basket is always no good and the ball belongs to the defense. Off the ball fouls should rarely be called, just as violations such as traveling. Constant calling of trivial fouls will take away from game time and decrease the general enjoyment of the game. Fouls will be called on the honor system.
3. Players will not foul out of a contest. However, excessive or intentional fouling is not in the spirit of the game. The Tournament Staff may disqualify a player guilty of excessive, flagrant or intentional fouling.
4. A coin flip or “do-or-die” shot prior to the game will determine first possession of the ball.
5. **Scoring / Free Throws:** There are no free throws in 3-on-3 Basketball. The offended team gets possession of the ball at the top of the key.
6. First team to reach 21 points wins. Each field goal will count 1 point (regular field goal) and 2 points for a 3 point field goal. **Teams do not have to win by two. After scoring, the opposing team gains possession of the ball at the top of the key. Check the ball**

with the opponent after each score. The ball must be passed in after being checked, a player may not dribble the ball in or shoot the ball immediately after being checked.

7. **TIME LIMIT**: There will be a **30 minute** time limit for each game. If no one has the team with the higher score wins. If the score is tied, next basket wins.
8. Only **ONE** Timeout, except for injuries.
9. Substitutions may be made during dead ball periods only after a baskets or any stoppage of play. The ball must always be rechecked after any substitution.
10. To begin the game of after a score, a player must pass the ball in play from beyond the check line (at the top of the key). The imaginary check line shall be the 3-point line. On defensive steals or rebounds, the ball must be returned to the check line, and the team in possession of the ball must maintain control and attempt to score. The player in possession of the ball on a rebound or steal does not have to pass the ball in play, they may retain possession, however on every change of possession, the ball must be taken back behind the check line with both feet of the player behind the check line. Failure to do this will result in loss of possession.
11. If a player causes the ball to go out of bounds or over the mid-court line, the opposing team receives possession at the top of the key.
12. Ball possession changes after each made basket (no “make it, take it” rule).
13. It is a violation to “stall” or attempt to “freeze” the ball during play. Teams are expected to develop their own pace of play and maintain this throughout the contest. Holding the ball or stalling will result in a turnover.
14. **Teams are responsible for keeping their own score. Teams are also responsible for settling any disputed call. If teams are unable to settle their own calls, the Tournament Staff will make a decision, which will be the final decision.**