

3 ON 3 BASKETBALL RULES & REGULATIONS

All 3 on 3 basketball players are responsible for knowing the official rules and regulations. Court monitors are volunteers responsible for keeping score and keeping time. Thank you for your cooperation and courtesy to our volunteers.

GAME RULES:

FORMAT: NEW FOR 2009 - DOUBLE ELIMINATION TOURNAMENT WILL BE PLAYED WHENEVER POSSIBLE.

SCORECARDS:

1. **Captains from each team are required to report to the scorer's table prior to the start of the game to confirm scorecard information.**
2. **Only registered team players will be allowed on the court to play.**

SCORING / CLOCK MANAGEMENT:

1. The game will consist of 15 points scored or a 15 minute running clock, whichever occurs first. A coin flip will determine first possession. The alternate possession rule will be in effect after the coin toss.
 - A. All baskets will be 1 point unless clearly shot from behind the 19-ft. line. Baskets made from behind this line are worth 2 points.
 - B. If neither team has reached 15 points by the end of the 15 minute regulation, the team with the most points at the end of the time limit will be declared the winner.
 - C. If the teams are tied at the end of regulation, a 2 minute, running clock overtime will be played to determine the winner (no cap of 15 points). If no winner is determined after one overtime period, the second overtime will result in sudden death. A coin flip will be used to determine first possession at the start of each overtime.
 - D. Each team is allowed 1 time-out per game (30 seconds in length). The clock will stop during time-outs, and time-outs can be taken any time during regulation play. Teams will not have a time-out during overtime periods.
 - E. The court monitor will be the official timekeeper and scorer.

“TAKING BACK”, “CHECKING”, BALL POSSESSION, AND FOULS:

1. The ball must be taken back behind the 2 point arc on each change of possession.
 - A. Change of possession includes a defensive rebound, made basket, "air ball" recovered by the defensive team, a turnover or a stolen ball by the defensive team.
 - B. Taking back means both feet of the ball handler must be behind the check line. Failure to do this will result in loss of possession.
 - C. After all out-of-bounds, defensive rebounds, fouls, and made baskets, the ball must be taken back to the top of the 2 point line and “checked”. “Checking” consists of bouncing the ball to the defense who then bounces the ball back to the offense.
 - D. The ball must be passed in after being “checked” by the opposing team on a made basket or dead ball situation. If the ball is dribbled in, the ball must be rechecked then put into play. No change of possession should occur.
2. Players call all fouls. The player who is fouled is responsible for calling the foul at the point of contact or the infraction. If a foul is not called, play does not stop.
 - A. Anytime a basket is MADE and a FOUL is called the basket counts and the defending team receives the ball.
 - B. Anytime a basket is MISSED and a FOUL is called the player who is fouled is responsible for checking the ball and putting it in play at the top of the 2 point line.
3. **NO DUNKING ALLOWED AT ANY TIME (including warm up).** If this occurs, point and possession will be lost.
4. Any team member(s) involved in fighting or continuous misconduct during a game (including but not limited to: abusive behavior and/or language; flagrant and/or excessive fouls; rough play; and abusive behavior toward the court

monitors, tournament officials, event staff and all other players) will be disqualified from the tournament. **NO EXCEPTIONS AND NO REFUNDS!!!**

5. If the ball goes out-of-bounds and players cannot decide who receives possession of the ball, then the alternate possession rule will apply. Players are responsible for knowing the alternate possessions.
6. **Stalling during a 3 on 3 game defies the principles of street basketball. An unwritten 30 second clock is in effect at all times, and may be enforced by the court monitor at his/her discretion. Failure to attempt a shot in 30 seconds, after being warned once by the court monitor, will result in a loss of possession.**
7. No "camping" in the 3 second lane.

ALTERNATING POSSESSION:

1. Alternate possession will result in all of the following instances: uncertainty of player possession; uncertainty of who touched the ball before it went out of bounds; uncertainty of the ball being in bounds; the ball becomes lodged between the rim and the backboard; a held ball occurs.

GENERAL RULES:

1. It is the responsibility of the team captain to know the schedule and communicate it to the team. Schedules also are available on the Iowa Sports Foundation Web site: www.iowagames.org.
2. Each team is required to provide a game ball.
3. Teams using players' not officially registered or using falsified information on rosters automatically will be disqualified from the event, and will not receive a refund. Team captains are responsible and will be held accountable for all information.
4. Information pertaining to on-court activities:
 - A. The team captain is the only team member allowed to present protests.
 - B. Play can be stopped for safety reasons by event staff or court monitors with the existing score declared final.
 - C. Each team consists of three players with one substitute per team. (A substitute is not mandatory.) Substitutions may be made only on dead ball situations. (Including checking the ball, and time-outs.) All games must start and finish with at least two players on each team.
 - D. Players may appear on only one roster. Players may be required to present proof of identification (drivers license or birth certificate) at tournament check-in and upon request throughout the tournament.
5. Teams are encouraged to wear matching colored shirts with numbers on the back.
6. Teams are allowed to warm up on open courts when availability allows.
7. Teams are expected to be ready to play at game start time. **Forfeit time is 3 minutes after scheduled start time.**
8. Grade division based on the **2009-2010 school year**. Age divisions are based on the first date of competition in the tournament.
9. NCAA guidelines states that no more than two student-athletes from Divisions I and II institutions may participate on the same team. There are no restrictions on the number of student-athletes who may participate from Division III institutions. Athletes should check with their schools concerning eligibility. The Iowa Sports Foundation cannot be held responsible for determining an athlete's eligibility.
10. The Commissioner is the final authority on all matters regarding rule and regulation disputes.

