

REC SPORTS 3 ON 3 BASKETBALL TOURNAMENT RULES

PLAYER ELGIBILITY

1. **Eligibility Problems:** Will be enforced from the time of discovery. No replay of games or adjustments will be allowed for previous tournament or league games and standings involving the team in question. The ineligible player will be removed for the duration of the tournament.
2. **Roster Changes:** Can only be made prior to the first game with the approval of a Rec Sports Official.
3. **Players:** May participate on only one team for each tournament. Any player participating for more than one team will be automatically disqualified for the remainder of the tournament.
4. **High School and College Players:** Are responsible for their eligibility for the event. The Michigan High School Athletic Association and Division III College basketball programs have no concerns over participation if their Basketball Season is not in progress. Situations other than this should be checked.
5. **Number of Players:** Maximum of four players for tournaments and five players for leagues.

PREGAME:

6. **Registration:** Each team must register with the court monitor before their first game. Each player will need to show a picture I.D. or birth certificate if asked by a court monitor. Teams with eligibility complaints must go through their court monitor. Players must sign Waiver of Liability/Roster sheets in order to be eligible.
7. **Players Needed:** All games may start and finish with any number of players (3, 2, 1).
8. **The first possession:** Will be determined either by coin flip or do or die shot at the top of the key. This will be the court supervisor's discretion.
9. **The ball must be checked** by an opposing player before it's put into play. The player throwing the ball in must stand out of bounds at the top of the court and pass the ball in to begin play. If this does not happen and the other team catches the infraction, the play will be done over. This is NOT a turnover. It is the responsibility of the teams to notice this violation, not the court official.
10. **Game Time** is the scheduled time or 5 minutes after the preceding game finishes, whichever comes first. It is the court monitor's discretion concerning forfeiture.
11. **Warm Up:** Only teams scheduled to play the upcoming game can warm up at the scheduled court.

THE GAME

12. **Time Outs:** Each team is allowed one time-out per contest.
13. **Alternate Possessions:** Games will be played with alternate possessions rather than make it take it.
14. **Substitutions** can be made during any dead ball.
15. **No dunking** is allowed (during warm-ups or games). The first occurrence will result in a technical foul being assessed during the ongoing or upcoming game. Each of the two technical foul shots will count as one basket. The team will also lose possession of the ball. A second occurrence by the same player will result in the same penalty, as well as possible dismissal from the tournament.
16. **Take Back:** The ball must be taken back anywhere behind the two-point line on each change of possessions. "Taken Back" means one foot must be behind the take back line. If a team fails to do so and scores a basket, the point will be disallowed and possession of the ball goes to the opposing team.
17. **The two point shot** will be in effect. Both feet must be behind the line when the player leaves the floor.
18. **A five second lane violation** can be enforced. Teams must be notified that this rule is in effect before the call is made.
19. **Jump balls** will be given to the defense.
20. **The back of the backboard** is out of bounds. The sides and top of the backboard are in bounds.

LENGTH OF GAME:

21. **Games will be played to 21 baskets** with the winning team winning by two baskets. Maximum length is 25 baskets. If courts fall behind schedule, games will be shortened to 15 baskets, win by two, or 20 baskets straight up.
22. **Younger Bracket:** Games will be shortened to 15 baskets, win by two, or 20 baskets straight up.
23. **Time Limit:** Tournament directors have the right to shorten games if necessary due to time constraints. Court monitors can enforce a 30-minute time limit.

FOULS:

24. **Who makes the call:** All fouls and violations will be called only by the players actually on the court. Fouls and violations may not be called by players not in the game or spectators.
25. **Immediately:** Foul calls must be made immediately after the occurrence and take precedence over a violation call. In the case of a defensive foul, the offensive player will make the call. In the case of an offensive foul, the defensive player fouled will make the call.
26. **Continuation Call:** If a player is fouled while in the air or in the act of shooting and he scores the basket, the point counts and the defensive team takes possession with the exception of a flagrant or intentional foul. There are no NBA continuation plays.
27. **Offensive charge:** On an offensive charge the basket will be nullified unless the offensive player has already landed before the charge occurs.

DISPUTES:

- 28. Disputes:** Court monitors may intervene in the case of obvious miscalls or to move the game along during disputes. If there is a conflict that cannot be resolved in an immediate manner, then there will be a do or die shot at the top of the key to resolve the issue. The person making the controversial call will shoot on all disagreements. Only the team captain may present his or her case to the court monitor.

ADMINISTRATIVE:

- 29. Awards** will be presented to players who physically participate in the tournament.
- 30. Injuries and Theft:** We are not responsible for any injuries or the loss of personal goods.
- 31. No refunds** will be given if a team is removed from the tournament for any reason or if the tournament is canceled due to weather. See weather policy section on the next page.

SAFE-PLAY RULES:

The following rules will be in effect to ensure safe play for all participants:

- 32. Fifth Foul Rule:** To prevent unnecessary fouls, a player may be removed from the game on his fifth foul. If this is to occur, the opposing team must keep track and notify players of their number of fouls at the time of each occurrence.
- 33. Flagrant fouls and abusive language:** Any flagrant foul or abusive language will result in the player being ejected from the game. A second flagrant foul by the same team will result in automatic elimination of the team from the tournament. On each flagrant foul, the team who has been fouled will retain possession of the ball as well as get an uncontested two point shot. If the two point shot is made, the team will be awarded two points. Court monitors or tournament directors have the ultimate discretion on all flagrant and intentional fouls.
- 34. Intentional Foul Rule:** Any intentional foul will result in a warning. A second occurrence by the same team in the same game will result in the player being removed from the game. On each intentional foul, the team who has been fouled will retain possession of the ball as well as get an uncontested two point shot. If the two point shot is made, the team will be awarded two points.
- 35. Throwing a Punch:** Any person that chooses to throw a punch (whether they connect or not) will automatically be dismissed for the remainder of the tournament. This policy also holds true for any player who throws a punch in retaliation.
- 36. Trash Talking:** Trash talking, negative comments directed at the other team, and other unsportsmanlike conduct will not be tolerated and can be grounds for ejection from the game or tournament.
- 37. Shooting Foul:** When a player is fouled in the act of shooting, the fouled player will be given the choice of a free throw or the ball out of bounds. On a missed or made free throw, the opposing team will get the ball after the shot. If a player is fouled taking a three point shot, they will be awarded two free throws. Each free throw will count as one point. A supervisor or court monitor can overrule a foul call or award the ball without awarding free throws. If both teams and the court monitor unanimously agree to waive this rule, then it will not be in effect.

COURT MONITOR RESPONSIBILITIES:

- 38. Responsibilities:** The Court Monitor is responsible for keeping score, controlling games and making decisions on disputed calls.
- 39. Any questions, complaints or comments** shall be taken up by the team captain with the Court Monitor in a courteous manner.
- 40. The judgment decisions** of the Court Monitor cannot be changed by higher authority. Only questions concerning rule interpretation or eligibility are appealable.
- 41. Once play resumes** after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.
- 42. Intentional/Flagrant Foul:** Calls that are made by the Court Monitor must be honored without argument.

WEATHER POLICY: Will result in the following in order of the decision making process.

- 43.** Delay games as needed and/or play games on other available courts.
- 44.** Reduce the number of points to win a game.
- 45.** Change tournament format from double to single elimination.
- 46.** Reschedule the tournament at a later date.

ROUND ROBIN PLAYOFF INFORMATION

PLAYOFF FORMAT FOR OUTDOOR TOURNAMENTS: Double Elimination Teams with one loss will come back and play other teams within their division without a loss.

- 47.** If there are two teams with one loss, they will play each other. The winner must then play the undefeated team and beat them twice in order to win the tournament.
- 48.** If there is one loss, they will play the undefeated team and must win twice in order to win the tournament.
- 49.** If there are three teams with one loss, there will be a coin toss and the odd man will get the bye. The other two teams will play each other. The winner will then play the team with the bye for the tournament championship.
- 50.** If there are two undefeated teams left, we recommend they play one regulation to determine the champion.
- 51.** If two teams are undefeated and one team has one loss, then the two undefeated teams will play each other. The loser will play the team with one loss. The winner of that game plays the undefeated team and must beat them twice.

