

**General Information:**

Each game is 3-on-3 with 20-minute running clock, stopping only for time outs.

Coin toss will determine which team gets the ball first. The first team to score 30 points or the team with the most points at the end of the 20-minute running game clock will be declared the winner.

Goals—10-foot for all divisions

Balls—28.5 for boys grades 3-5 and all girls; regulation for others

Fouls—Court monitor will call fouls. Player fouls are not counted but team fouls are.

**68's Inside Sports 3 on 3 Tournament Rules**

The following rules have been designed to ensure fair play 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 68's Inside Sports Event Staff.

**Prior to the Game**

Each team must have three to five 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 68's Inside Sports 3on3 Event Staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the 68's Inside Sports 3on3 Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the 68's Inside Sports 3on3 Event Staff.

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 a 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.

1. Time outs—two 30-seconds per team per game. Clock stops for time outs.
2. Substitutions—Possible after a made basket or a dead ball.
3. Scoring—2 points per basket; 3 points for 3-point shot; 1 point for free throw.
4. Possession—Changes after every score.
5. Dead ball possession—Start at the top of the key. All dead ball possessions must start with a pass and defender cannot guard the passer closer than 3 feet.
6. Change of possession—while the ball is in play (rebound, steal, turnover), offense must take ball past the 3-point line, any place on the court. 1st violation is a warning. 2nd violation will result in a turnover.
7. Before the 7th team foul ...
  - a) Non-shooting foul – keep possession and receive ball at the top of key.
  - b) Shooting foul if basket made - points count and shoot one free throw. Make or miss, ball goes to other team. c) Shooting foul if basket not made – shoot 2 or 3 free throws.
8. On the 7th team foul and remainder of game ...
  - a) Non-shooting foul - shoot 1 free throw and keep ball at the top of key.

b) Shooting foul if basket made - points count and keep ball at the top of key.

c) Shooting foul if basket not made - shoot 2 or 3 free throws and keep ball at top of key.

9. On live free throw shot—if shooting team rebounds ball, they may shoot without taking back to 3-point line. If non-shooting team rebounds ball, they must take past the 3-point line before shooting.

10. Overtime- If the score is tied after 20 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 2 points in the overtime period.

11. Jump Balls – Alternate possession

12. Stalling – No Stalling. Referee may insert a :30 shot clock at his discretion. If a team fails to attempt a shot within 30 seconds will result in a loss of possession.

13. After the Game – Scorekeeper will update official score and standings.

**All intentional fouls** will be called by court monitor or 68's Inside Sports 3on3 Event Staff only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at 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.

**Flagrant fouls or continuous misconduct** will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by court monitor or 68's Inside Sports 3on3 Event 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, kneeing, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct. **First Offense:** Player fouled will shoot one free throw and his/her team retains possession from check box. **Second Offense:** Team forfeits game and is under probation for the duration of tournament play.

### **Tournament Administration**

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed. 68's Inside Sports Event 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 68's Inside Sports 3on3 Event Staff. The 68's Inside Sports 3on3 Event Staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.

#### **False information:**

Information provided to 68's Inside Sports on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

#### **Unnecessary vulgarity or abusive conduct:**

Good sportsmanship is expected. A 68 Inside Sports 3on3 Event 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.