

The Community House  
3on3 Basketball Tournament

**RULES AND REGULATIONS**

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## **TEAM ELIGIBILITY**

- 1) Each team must have a minimum of three (3) players (max 4) on their roster and must be registered as a team by the Sunday before the tournament. Additions and/or changes on rosters will not be permitted after the entry deadline.  
**PLEASE NOTE: A player may only appear on one roster and play as a part of one team. Any team using a player appearing on more than one team will immediately be disqualified from the tournament upon discovery.**
  
- 2) This is a double elimination tournament with the winner of the consolation bracket earning the right to work its way back into the winner's bracket. Each team is guaranteed to play at least two (2) games in our tournament. The tournament will be played rain or shine.  
**However, in the event of inclement weather, we reserve the right to shorten the tournament or cancel the event in which case ABSOLUTELY NO REFUNDS WILL BE GIVEN.\***  
**The Sunday after the tournament is reserved for any rainouts.**
  
- 3) Teams are split into the following main divisions: men's open (High School JR+), women's open (High School JR+), boys high school (freshmen and sophomore standing), girls high school (freshmen and sophomore standing), junior high and grade school (5<sup>th</sup> and higher, divided by each grade and gender). The division groupings are made randomly by The Community House Tournament Committee. A player's age on the day of the tournament, will be considered their age for eligibility purposes for the tournament.
  
- 4) Player eligibility will be enforced through the use of a player ID bracelet. Identification for each player is required at registration and a bracelet will be applied to each player's wrist at this time. **Player ID bracelets MUST be worn at all times throughout tournament play. Court monitors will check all player ID bracelets prior to each game. A PLAYER WILL NOT BE ALLOWED TO COMPETE WITHOUT SAID BRACELET.**
  
- 5) Players MAY be checked for honesty of information (name, age) provided on the team application. **At the discretion of the Tournament Committee, teams using illegal players or false information may be disqualified from the tournament.**
  - a) Teams have the right to protest ages of players on the opposing team until 8:30am the day of the tournament, at this point teams will be locked in unless otherwise decided by Tournament Committee.
  
- 6) No alcoholic beverages will be allowed for consumption on site by participants or fans. Violations will result in elimination from competition.

## **PRE-GAME**

- 1) Before each game, if time permits, there will be a five (5) minute time period for both teams to warm up on the court at the same time. The games will begin approximately every 30 minutes.
- 2) **Only those teams scheduled to play will be allowed to occupy the court at scheduled times.**
- 3) Teams must be at their court at the scheduled time, even if games are running late on the court. **A five (5) minute forfeit time will be strictly enforced once your game is scheduled to begin play. Games may start with 2 players. No more than 3 on the court as a team at a time.**
- 4) Players should bring their own balls for warm-ups. Best ball will be used for game ball.
- 5) A coin flip before the start of the game will determine who gets the ball out-of-bounds first.

## **THE COURT**

- 1) The top of the backboards is out-of-bounds; however the sides and bottom of the backboard are in-bounds.
- 2) The boundaries for each court are marked by the paint stripe. If you are not certain where the precise boundaries are in your court, check with the court monitor prior to beginning the game.
- 3) **No dunking is allowed (warm-ups or during games). If a basket is scored via a dunk, the basket is not awarded and possession of the ball is given to the defensive team.**
- 4) Any questions concerning game rules should be taken up with the court monitor in charge of your court. **The court monitor will start each game for that specific court and report the final score to tournament officials.**

## **FOULS**

- 1) All fouls and violations will be called by the players participating. Cooperation is expected. In the case of a defensive foul, the offensive player fouled shall make the call. In the case of any offensive foul, the defensive player fouled shall make the call. The player's foul and violation calls are considered final.

**EXCEPTION:** Divisions selected by the Tournament Committee may have referees, subject to referee availability.

- 2) In all divisions, a free throw will be awarded to a player who is fouled **ONLY IN THE ACT OF SHOOTING** on and after the seventh (7th) team foul. A made free-throw is worth two (2) points and the free throw is a dead ball.

The first six team fouls (regardless of whether the player was shooting or not) will be checked up top.

**EXCEPTION: when the player is fouled and makes the shot, the basket counts, and the defensive team takes over possession.**

**After the seventh (7th) team foul, the following rules apply:**

- a) If a **Non-Shooting** foul is called, no free-throw is awarded and possession of the ball is retained by or awarded to the team which did not commit the foul.
  - b) For a **Shooting** foul, if the basket is made and a foul is called, no free-throw will be shot. The basket is awarded and the defensive team takes possession.
  - c) If the basket is **Not Made** and a **Shooting** foul is called, the player fouled shoots ONE (1) free-throw (worth two points). The ball changes possession if the free-throw is made and the shooting team is awarded two (2) points. If the free-throw is missed, the team missing the free-throw retains possession and the ball is put in play.
  - d) When a **Shooting** foul is called and a free-throw is awarded in the last one (1) minute of play, the court monitor will stop the running clock. The running clock will be re-started as soon as the ball is passed in bounds and play begins.
- 3) The court monitors will keep track of team fouls as well as continual misconduct and/or physically flagrant/intentional fouling which could result in immediate forfeiture and dismissal from the tournament. **A flagrant and/or deliberate foul (as determined by the court monitor and solely at their discretion) will result in one (1) free throw attempt by the team that was fouled and the team will also retain possession of the basketball.** The team captain of the team fouled gets to select who will shoot the free

throws. The team fouled will shoot one free throw and the team will then take the ball out of bounds. All free throws count as two points.

- 4) No appeals or discussions are permitted, but in the case of an obvious miscall or dispute; the court monitor may uphold or change the player's call at his/her discretion. **The judgment decisions of the court monitor are final.** Only questions concerning rule interpretation or eligibility are appealable to members of the Tournament Committee.

## **POSSESSION RULES**

- 1) The ball will change possession after scored baskets. There is no make it, take it. After a made basket, time-out, foul call, or other stoppage in play, the ball must be "checked" by an opposing player before it is put into play and the ball must be passed in to begin play. The ball must be checked by an opposing player and then passed in to begin play after each score.
- 2) A ball out-of-bounds will be taken out at the top of the court and must be passed in to begin play. The ball must be "taken back" on each change of possession. The "take-back line" is the (3) three-point line on all courts. "Taking-it-back" means **BOTH** feet and the ball must be behind the "take-back line" at the same time. Failure to "take-it-back" will result in loss of possession and any point if scored.
- 3) Jump balls will be awarded to the defense and unlimited substitution is permitted, but only when the ball is not in play or after a made basket.

## **THE SCORE**

- 1) Each game will last a maximum of 25 minutes or until a team reaches 30 points, winning by 2 points **with a maximum of 50 points, WHICH EVER OCCURS FIRST. (First team to score 50 or more points, wins), which ever occurs first. Example: 30-26 wins; 38-36 wins; 46-43 wins; or 50-49 wins.** The court monitor will shout out time remaining beginning with 5 minutes and continuing with every minute thereafter (5, 4, 3, 2, 1, 30 seconds, game over). **Each court monitor has the discretion to provide one warning before calling a team for stalling and if this call is made, the ball is awarded to the other team.**
- 2) Each court has a three-point stripe (**the "take-back line"**) behind which a made shot will count three points for your team's score. Both feet must be behind the three-point line when the shooter leaves the ground in order to qualify as a three-point basket. If the shooter has any part of his body on the line, and the basket is made, it will count as a two-point basket. As in other fouls and violations, all three-point shots will be called by the players participating. (See below for exception)

## **PARTICIPANT AND SPECTATOR CONDUCT**

- 1) The team captain is the sole spokesperson for his/her team. Only team captains may represent the team in the case of disagreements. If other players on the team, parents and/or other spectators of a team exhibit threatening or improper behavior or use inappropriate language towards a court monitor, a player, a referee or another spectator, the team(s) involved in the game risk(s) disqualification by the court monitor and/or a member of the Tournament Committee and the spectator or player will be removed from the premises.
- 2) Disqualifications for excessive roughness are left to the discretion of the Tournament Committee and the court monitors. As a general rule, both teams will be penalized for rough play with possible individual or team elimination from further participation if circumstances warrant.

## **TIME-OUTS**

- 1) Each team is allowed one (1) one-minute timeout per game, with NO timeouts in the last three minutes of the game. If a game is tied at the end of the 25 minute period, there will be a three minute overtime played with a coin flip determining who gets the ball first. If the game is still tied at the end of the three minute overtime period, then next basket wins.
- 2) In a case of obvious injury, a one-minute special injury time-out will be allowed for substitution of that player at the discretion of the court monitor. If the injured player leaves the game, he/she is not allowed to re-enter that game until a basket is made. This special injury time-out is not considered a regular time-out as described in Rule 2 above.