

St. Timothy Basketball Preview

3 on 3 Tournament Rules **(Please read front and back)**

Team Formation

Teams can consist of three or four players. Players are permitted to play on more than one team.

Though not desired, teams are permitted to play with less than three players.

There are no official coaches for teams.

If a team is not present when their scheduled bracket game begins, the team will automatically forfeit.

The tournament is single elimination but all teams are guaranteed to play at least two games.

Game Time

Regular bracket games will last 10 minutes and consolation games will last 8 minutes. All games will have a running clock which will only stop if a player is injured. There are no timeouts. At the end of regulation, the team with the most points is declared the winner. If the score is tied, play will continue in a sudden death situation (coin flip determines the team that possesses the ball first). The first team to score a basket will be declared the winner.

Possession

A coin toss prior to each game will determine which team gets the ball to begin the game. If a game enters overtime, a coin toss will determine which team begins with possession.

Scoring

Each made basket (shot) is worth two points. There are no free throws or three-pointers.

Scoring points from fouls:

- *Shooting Fouls*: If a player is fouled while shooting the ball and does not make the basket, one point will be awarded to the team that was fouled and the team retains possession of the ball. If a player is fouled while shooting and makes the basket, the team will receive two points for the made basket and one point for the foul but they do not retain possession of the ball.

- *Bonus* – after a team has committed three total team fouls (shooting or non-shooting), every foul thereafter will constitute one point and possession of the ball.

- *Technical Fouls*: Result in two points for the offended team and possession of the ball. Technical fouls can also be assessed if the officials determine that a team is stalling.

- *Flagrant and/or Intentional Fouls*: Result in two points and possession of the ball. The player committing the fouls will be suspended from play for the remainder of the game and possibly the remainder of the tournament.

-The number of fouls is kept by the table, NOT the officials. **(read Back as well)**

Change of Possession and Checking the Ball

The ball will change possession after each scored basket. The ball will be “taken back” behind the free throw line extended on each change of possession, regardless of whether a shot was attempted. Failure to take it back results in loss of possession and any points scored. The whole body and the ball should be behind the free throw line extended to be considered taken back.

In a dead ball situation (ball out of bounds, after a made basket, or when a foul has been committed), play will continue once the ball has been “checked” behind the take-back line. The offensive player will pass the ball to the defensive player and then the ball is passed back. Once the ball is returned to the offensive player, the ball is considered live and play resumes.

Other Rules:

Jump ball - possession will always go to the team on defense.

Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team. A team will first be warned about stalling before being assessed a technical foul, which constitutes two points and possession of the ball.

Stealing the ball from a competitor is legal as long as no foul occurs and the ball has been “checked”.

Player Substitutions are only permitted during dead-ball situations (after a made basket, after a foul or the ball goes out of bounds) per approval of the referee. Teams are not permitted to use substitutions to stall. Since there are no coaches, players are responsible for rotating their players.

Coaches – there are no official coaches for teams. Players are responsible for handling their own substitutions during dead balls.

Referees

Referee calls are final. Referees are human and can make mistakes and/or calls that are viewed as incorrect by some. Proper sportsmanship shall be exhibited at ALL times! Unsportsmanlike behavior will not be tolerated and will result in a variety of penalties such as technical fouls, ejections and even team forfeits.

Sportsmanship

Any arguing by a player is prohibited and will result in a technical foul. Arguments by spectators can result in a technical foul against the offending team and can result in dismissal of the premises. If a spectator has been dismissed from the gym and refuses to leave within 1 minute, the offending team forfeits the game.

Free Throw Competition Rules

Each participant takes one warm-up shot that does NOT count (make or miss). Each participant then takes 8 consecutive free throws. Each participant will have their score taken and the top score will be declared the winner. In the case of a tie, each participant will take 1 free throw and a winner will be declared after one participant makes a free throw and the other one misses it.

The distance for fourth graders is 12 feet, while the distance for 5-8th graders is 15 feet.

Three-Point Competition Rules

Each participant takes 6 consecutive three pointers (one on four designated spots on the floor and two at the top of the key). Each participant will have their score taken and the top score will be declared the winner. In the case of a tie, each participant will take 1 three pointer at the top of the key. A winner will be declared after one participant makes a three pointer and the other one misses it.