

# **ROTARY CLUB OF OXFORD**

## **3-on-3 Basketball Tournament**

### **Rules**

#### **PLAYER ELIGIBILITY**

1. Each team must have 3, 4 or 5 players on their roster and be registered as a team by the pre-determined entry deadline.
2. Teams will be grouped in divisions according to age.
3. Players may appear on only one team roster. Any player appearing on more than one roster will have to choose one team to play for.
4. Player eligibility problems will be addressed at time of discovery. No replay games or adjustments will be allowed from previously played tournament games.
5. No alcoholic beverages will be allowed for player consumption on site.

#### **PRE-GAME**

1. All games must start with at least 3 players on a team but, can be completed with less.
2. Both teams will warm-up at the same time prior to the game. 10 minute warm-up time prior to start of games.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams **MUST** be on their court at their scheduled time, even if the games are “running behind”.

#### **SCORING**

1. A field goal is worth one (1) point. A technical foul results in one free throw attempt plus possession of the ball.
2. A successful goal behind the “take-back” line (approx. 19’) is worth two (2) points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. Games are played to 16 points – win by 2 or first team to 20, or team ahead after 25 minutes, wins.
4. In case of a tie score at the end of regulation, a coin flip will determine possession and the first team wins.

#### **LIVE BALL / DEAD BALL / POSSESSION**

1. A coin flip prior to the game will determine who gets the ball out-of-bounds first. The team on top of the bracket will call the coin toss.
2. The ball will change possession after a scored basket.
3. All jump balls will be called by the referee and will go to the team on defense.
4. The front of the backboard will be played out-of-bounds. The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball at the top of the court to begin play.
6. The ball must be “taken back” past the two point line on each and every change of possession. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession to the other team.
7. “Taking back” means one foot behind the two point line.

#### **FOULS AND VIOLATIONS**

1. Each court will have one (1) referee. All fouls and violations will be called by that referee.
2. If a foul is called while a player is attempting a shot and the basket is made then count the basket, record the foul and no foul shot is rewarded. On the 7<sup>th</sup> thru 12<sup>th</sup> team foul, award a free throw for all fouls and the ball changes possession if the free throw is made or missed. After the 12<sup>th</sup> team

## **OVER**

- foul, award a free throw for all fouls and if the free throw is made or missed the fouled team retains possession.
3. The referee may call a technical foul for flagrant, intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The team captain selects the shooter for one shot from the free throw distance. The shooting team also retains possession of the ball following the free throw, whether the shot is made or missed.
  4. Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of the tournament committee. Fighting or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal without refund.

#### **TIME-OUT AND SUBSTITUTIONS**

5. Each team is allowed two (2) 45 second time-outs per game. Clock continues to run, except in last 3 minutes.
6. Player substitution is permitted during any dead ball situation.

#### **DUTIES OF REFEREE**

1. The team captain is the sole spokesperson for his/her team.
2. Any questions, complaints or comments shall be taken up with the referee.
3. The judgment decisions of the referee cannot be changed by higher priority. Only questions concerning rule interpretation or eligibility are appealable.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident

**OVER**