

3-On-3 Nothin' But Net Rules

1. Number of Players: Each team will consist of a maximum of four players and a minimum of three players.
Teams: Girls Division: Grades 6-8 and 9-12 must be comprised of only girls in the defined grade divisions. Boys Division: Grades 6-8 and 9-12 must be comprised of only boys in the defined grade divisions. Mixed team is the Grades 4-5, and must have 1 girl on the team and on the court at all times.
2. Bracketing: Each team will be bracketed according to the respected grade of the players. Grade is determined by the coming school year. Divisions are as follows:
Boys 6-8 & 9-12 Girls 6-8 & 9-12 Mixed Grades 4-5 (use girls ball)
3. Ankle I.D.: Must be worn at all times throughout the day.
4. Who Will Get the Ball First?: Prior to each game, the official with one team representative will perform a coin toss to determine which team will take the ball first.
5. Basket Height: All divisions will play on a 10-foot hoop.
6. Free-Throw Distance: All divisions will shoot from the regulation 15 feet.
7. Two-Point Distance: All divisions will have a two-point line 19 feet from the center of the basket.
8. Fouls: Officials are responsible for all fouls called. Each foul will result in one free throw attempt. Made free throws will count as one point. During a free throw, players will not do anything that might disrupt the shooter's attempt. After each free throw the ball will change possession, whether the shot was made or missed. The ball will be put back into play by checking it at the top. Players will earn five fouls, on the fifth foul players will be disqualified.
9. Technical and Intentional Fouls: Officials are instructed to use their judgment for technical and intentional fouls. **Swearing will be considered an immediate technical foul.** If a player receives a technical or intentional foul he/she will leave the court. This player will not be allowed to finish the game. An argument from a player toward an official will result in his/her team forfeiting that game. A player earning more than one technical or intentional foul throughout the tournament, will be disqualified from the tournament. **Remember, all tournament workers are volunteering their valuable time.** The opposing team will attempt one free throw and they will receive the ball.
10. Flagrant Fouls: This type of foul is violent or savage and is considered unacceptable. It may or may not be intentional. This foul may include but is not limited to: kicking, kneeing, striking, or any other type of foul that could cause injury to an opposing player. One flagrant foul will result in the player's immediate tournament disqualification. The opposing team will attempt one free throw and they will receive the ball.

11. Checked Ball: Before the ball is put into play, a player from the opposing team is required to check the basketball. The offensive team must then pass the ball to begin play. Made baskets must be checked in order for play to continue. On missed baskets (that results in change of possession-there is no need to check ball), players must take the ball beyond the 2-point line before play continues.
12. Taking the Ball Back: The ball and the player must take the ball beyond the 2-point line, after each change of possession, whether a shot was attempted or not. Failure to take the ball back will result in loss of possession and any points scored.
13. Game Times, Scores & Overtime: Each game will last 15 minutes or until one team scores 21 points. Overtime will last 3 minutes or until one team earns 21 points. The possession arrow will determine which team receives the ball first. Time clock stops under one minute.
14. Time Outs: Each team will receive one time out lasting one minute. The clock will stop during this period. One additional time out will be given in overtime.
15. Substitutions: A player may be substituted only during a “dead ball” situation.
16. Possession Arrow: All jump balls will alternate from team to team with the use of a possession arrow. The team that lost the coin toss will receive the first jump ball.
17. Dunking: No dunking is allowed during games or warm-ups. If a player dunks the ball at any time during his/her game, he/she will receive an immediate technical foul.
18. Ball Out-of-Bounds: If a ball goes out-of-bounds, the ball will be checked on top at two-point line. The basket pole and standard will be considered out of bounds.
19. Boundaries: The basket structure is considered out-of-bounds, officials will state all other out-of-bounds. The top, side, bottom, and face of the backboard are considered in-bounds.
20. Player Injury: Any official may suspend play for the protection of an injured player and all participating. Any player with an open wound must exit the game and may not return until the wound is properly bandaged. Any player with bloodstained clothing or bandages must leave the game and may not return until material is replaced.
21. Game Times: All game times will be posted at the registration desk. It is the team’s responsibility to monitor game times. Each team must be at the posted hoop at **game time** with the minimum two players required for play. If a team is not at the hoop at game time, that team will forfeit the game.
22. Game Tournament Official’s Rights: **All designated tournament officials have the right to enforce any rules not covered in this list. They also have the right to interpret all rules of this tournament. Tournament officials have the right to disqualify any player or team from play for any violation of tournament rules.**