



## **Coralville 3-on-3 Tournament Rules:**

### **1. Number of players**

Each team may consist of a maximum of 5 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

### **2. Equipment & Apparel**

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal – even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. The game official retains the right to disallow any equipment or apparel that it judges to be dangerous or offensive. Teams are encouraged to wear matching shirts with numbers, but not required.

### **3. Basketball Size**

An intermediate (28.5) size ball will be used for all games.

### **4. Basket Height**

Baskets will be at 9 feet for 3<sup>rd</sup>/4<sup>th</sup> grade, and 10 feet for 5<sup>th</sup>/6<sup>th</sup> grade.

### **5. Game Times**

Game time is forfeit time. A forfeit will be scored w-0.

### **6. Length of Game**

Pool play games will be played to 11 points or an 18 minute time limit. If no team has reached 11 points after 18 minutes, the team with the lead will be declared the winner.

Pool Play games that end in a tie will be decided by shooting free throws. Each team will choose 3 players to attempt one free throw each. The team that makes the most free throws will be awarded the game winning point. If still tied after free throw attempts, the same 3 players will attempt free throws again until a winner is determined.

Single elimination tournament games will be played to 15 points with a 27 minute time limit. Teams must win by 2 points during the 27 minute time limit. If no team has reached 15 points after 27 minutes, the team with the lead will be declared the winner.

Tournament games that end in a tie will be decided by a 2 minute overtime with a running clock. If no winner is determined after 1 overtime period, the second overtime will result in sudden death. A coin flip will be used to determine possession at the start of each overtime.

### **7. Which Team Receives the Ball First?**

A coin toss prior to each game and overtime period will determine which team gets the ball first.

### **8. Keeping Score**

Every shot inside the arc is awarded 1 point. Every shot behind the arc is awarded 2 points. Successful free throws are awarded 1 point.

### **9. Time-Out**

Each team is allowed one time out per game (30 seconds). The clock will stop for time outs.

## **10. Substitutions**

Substitutions may only be made during a time-out or a “dead ball” situation.

## **11. Player Injury**

A court official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Coralville Recreation Staff may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

## **12. Checked Ball**

The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the arc. After a check, the ball must be passed to another offensive player before a shot may be taken. The check person may dribble to get a better pass option.

## **13. Change of Possession**

The ball will change possession after scored baskets with the exception of Technical, Intentional or Flagrant fouls. There will be no “make it, take” rule.

## **14. Taking It Back**

The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. This includes “air balls”.

## **15. Ball Out-of-Bounds**

A ball out-of-bounds will be “taken back”.

## **16. Boundaries**

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.

## **17. Jump Ball**

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

## **18. Fouls/Free Throws**

- A. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls.
- B. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- C. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- D. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 18B and 18C.
- E. Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court

### **19. Stalling**

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team. This is a judgement call and will be made by the court official.

### **20. Defense**

Man-to-man defense will be used at all times. "Help defense," however, is permitted.

Trapping and Zone defense are not permitted. Teams will be warned on their first offense, then a technical foul will be issued for further offenses.

### **21. Offense**

Offenses may not spread the court to clear out defenders. All players must be involved in the offense. Clearing out players to create one-on-one matchups is illegal and will result in a technical foul.

### **22. Sportsmanship Policy**

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated parent, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court official. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament.

### **23. Tie Breakers**

In the case of a tie to determine tournament seeds, it will be broken as follows: 1) Head-To-Head, 2) Least Points Allowed (Average), 3) Most Points Scored (Average), 4) Coin Toss.

*Designated tournament officials shall have the power to make decisions on any points not specifically covered in these Rules and shall also have the complete authorization to interpret the intent and purpose of these Rules. Coralville Recreation Staff and officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.*