



FOR YOUTH DEVELOPMENT®  
FOR HEALTHY LIVING  
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# 3-ON-3 BASKETBALL TOURNAMENT RULES

## CARLISLE FAMILY YMCA

### Team Size

- Each team may have 4 players on the roster and registered by the deadline.

### Clock/Timeouts

- The clock will only stop only during timeouts and injuries. During the final minute, the clock will stop on all whistles and made baskets. After a made basket during the final minute, the clock will not start until the ball is passed in off the ensuing check.
- Each team is allowed one 30-second timeout per game and one 30-second timeout for each overtime period.

### Court Boundaries

- If a team loses possession of the ball across the half-court line, it results in a turnover.

### Scoring

- Each basket is worth 2 points, except for 3-point shots (3 pts) and foul shots (1 pt).
- Games will be played to 21 points (win by one point) or for 15 minutes, whichever occurs first.

### Overtime

- In the event of a tie at the end of the game, a 2-minute overtime period will be played. If the game is still tied after the first overtime period, a "sudden victory" period will be played.
- If a team reaches 21 points during the overtime period, they will win the game.

### Substitutions

- Substitutions can be made during any dead ball situation.

### Pre-Game

- All games must start with 3 players on each team. Any number (2 or 1) may complete a game.
- Teams must be at their court at the scheduled time, even if games are running behind. If a team is not at the court within 5 minutes of the game time, it will be considered a forfeit.
- Both teams will warm up at the same time on the same court. The games will begin no later than 5 minutes past the scheduled game time.
- Only those teams scheduled to play will be allowed to occupy the court at any time.

### Live and Dead Ball Possession

- A coin flip will determine who gets the ball first at the start of the game and each overtime period. Alternation possession will be used for all jump ball situations.
- The ball will change possession after scored baskets.
- The ball must be taken back behind the 3-point line on each change of possession, including air balls and steals. If a basket is scored before the ball is taken back, it will result in loss of possession and no points will be awarded.
- On any dead ball situation, the ball must be checked in at the top of the key. The ball must be passed in to begin play (cannot be shot or dribbled).
- Until the final minute, the defense may not extend beyond the FT line and FT line extended off the check (to help teams make a pass off the check). During the final minute, the defense is allowed to extend.

### CARLISLE FAMILY YMCA

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### **Fouls**

- All fouls will be called by the court official.
- All shooting fouls will result in 2 foul shots with the 2nd shot played live. If the basket is made on a shooting foul, the player will shoot 1 shot which will be played live.
- On the 5th team foul, the team fouled will shoot 1-and-1 (unless it's a shooting foul).
- Individual fouls will not be tracked.
- Any flagrant fouls will result in a warning to the player and team. A second flagrant foul by any one player will result in ejection of that player from the game.
- Severe or continuous misconduct will result in forfeiture and dismissal from the tournament.

### **Conduct**

- The Tournament Director(s) reserves the right to disqualify any team for infractions of the following policies:
  1. Use of illegal players – The 4 players listed on the roster at the start of the tournament are the only ones eligible to participate on that team.
  2. Unnecessary roughness – Disqualifications are left to the discretion of the officials. However, the director(s) reserves the right to penalize teams and individuals as well.
- Fun, sportsmanship and friendly competition are the focus of this event. Unsportsmanlike conduct, use of profanity, obscene behavior or abusive actions towards officials or opponents will not be tolerated, and will result in expulsion from the tournament.

### **Forfeit/Withdrawal**

- Please notify the Tournament Director immediately if you are going to forfeit a game or withdraw from the tournament.

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