

2012 President's Day 3 on 3 Tournament

2/20/2012

Rules

- 20 minute games (Running clock)
- No Make-it / Take-it. When a team scores, defense then becomes offense
- Ball must be taken back to the three point line on all missed shots and steals
- Ball must be checked at top of key, behind three point line, on dead balls and made shots
- Must pass ball in to start play off a dead ball
- Game will be scored by 2's and 3's
 - 2 point for all shots inside three point line
 - 3 points for shots outside 3 point line
- Substitutions – Only on dead ball
- Fouls
 - Ball will be checked up on all fouls until 7 team fouls occur
 - On the 7th team foul and thereafter, every foul on the shooter will be counted as 2 points inside the arc, 3pts if outside the arc.
 - After 10 fouls, ALL FOULS are automatically 2 points
- Timeouts:
 - 1 :20 second timeouts per game. (must be called by players)
 - Game clock continues to run during timeouts
 - No timeout during last minute of game
- No Stalling – Teams cannot hold the ball.
 - 5 seconds closely guarded rule is in effect
- Technical fouls result in ejection from tournament
- Court Monitors have final say on any discrepancies
 - Court Monitors will keep score and call fouls
- All games will run on the same clock and start on time. Players must be aware of what court and what time the games are scheduled!
- No coaches allowed! This day is about the kids playing in a relaxed atmosphere. Let's all keep this in mind and just enjoy watching some 3 on 3 basketball.