

# **YMCA 3v3 Adult Basketball Rules**

## **Rules and Regulations**

- The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament.
- Any question concerning these rules should be directed to the event staff.

## **Prior to the Game**

- Each team must have a minimum of 3 players and a maximum of 5 on its roster.
- The names of these players must be on the registration form by the entry deadline.
- Additions and/or changes to any roster must be approved by tournament officials and completed prior to the start of the team's first game.
- No roster changes are allowed once a team has started their first game. A player is allowed to participate for only one team for the duration of the tournament.
- All players must sign the score sheet before each game and designate the team's captain/spokesperson.
  - The team captain will represent his/her team as a spokesperson at all times.
- All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players. If a team with at least players does not allow the opposing team to play with two players, or if the opposing team has zero or one player, that team will be penalized 2 points per minute after the designated start time up to 10 points (ex. Team is ready to play 1:30 into the game, the score would be 4-0 in favor of the team on time). Game will be forfeited if a team doesn't show up after 5 minutes.
- A coin flip or rock/paper/scissors prior to the start of the game will determine which team has the initial possession.

## **Starting Play/Throw-In**

- The ball must be checked and play will start with a pass (not dribble) to a teammate.

## **Game Play**

- **Length of Games:** 12 Minute running clock. The game will be played 1's and 2's to 15 straight up. If a game is tied at the end of game play for round robin play, the tie will stand.
  - If game is tied for an elimination game, an overtime will be played.
- **No make it or take it.** The ball changes possession after each scored basket.

- **Stalling:** No stalling is allowed. The event staff member may institute a 30-second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

- No stalling is allowed on the check either. For example, offensive player checks it to the defensive player. The defensive player IS NOT allowed to hold the ball to stall. They must immediately pass it back.

- **Jump Balls:** All jump balls become the possession of the defensive team.

- **Time Outs:** Each team is allowed one 30-second timeout per game. The running game clock does not stop during any timeouts. No timeouts are permitted in the last three minutes of the game.

- **Ball Clearance:** When in play, the ball must be “cleared” on each change of possession. “Cleared” means one foot must be behind the arc before attempting to score. Failure to clear the basketball is a violation.

- **Scoring:** Baskets made from inside the arc count as one point. Baskets made when the shooter has both feet behind the arc count as two points. If there is any doubt on the location of the shot, 1 point will be given.

- **Fouls:** Players call their own fouls. A foul may only be called by the player on the court who was fouled at the time of the foul. If a foul is called, the ball will be taken out at the top of the arc and checked in.

- **After the Game:** The captain of both teams needs to sign the scoresheet to ensure the correct score is reported. If there is a discrepancy, the decision of the scorekeeper will be final.

- **Tournament Seeding:** For bracket play; Win = 3 points, Loss = 0 points, Tie = 1 point ○ Tie breaking procedures (at end of round-robin play)

- 1st - most points (using win-loss-tie format)
- 2nd - Head to Head
- 3rd - Point differential (Points for - Points against)
- 4th - Points against
- 5th - Points for
- 6th - Free throw (shooting, 1 player per team.

## **Tournament**

- **Single Elimination:** This will be a single elimination tournament. Once tournament play starts, the losers of these games will be eliminated from the tournament.

- **Game Play:** Time, score, and rules of tournament games will be the same as round robin games.

- Only difference: Tournament games can't end in a tie. An overtime played to 3 points straight up will be played to determine the winner.

**PLAY HARD, BE RESPECTFUL AND HAVE FUN!**