

# *Iron Peak 3v3 Tournament RULES*

## **General Rules**

1. Teams can consist of three, four or five players: three starters and one or two substitutes.
2. All players must be age 14-18 for the Highschool Tournament. Adult Divisions are 18-24, 25-34, and 35+
3. Adult teams (All players over the age 18) will be placed into divisions based on the average age of all team members on the roster. Youth divisions are grouped based on the oldest player on the team.
4. No roster changes may be made after a team starts its first scheduled game.
5. All teams are guaranteed at least three (3) scheduled games.
6. Games are played on a half court using Official Iron Peak 3x3 rules.
7. Scoring: one point per basket; two points for shots made behind the designated 3-point line. First team to 21 points wins; OR the team ahead after the 20-minute time limit wins. Possession alternates after each made basket.
8. Iron Peak reserves the right to verify any player's age. Inaccurate information is grounds for the immediate disqualification of the entire team. EACH PLAYER MUST CARRY PERSONAL PICTURE IDENTIFICATION THAT CONFIRMS THEIR AGE.
9. Iron Peak reserves the right to reduce the number of scheduled games, or shorten games, due to unforeseen circumstances.

## **Game Administration & Rules**

The following rules have been designed to ensure fair play for all participants and closely align with USA Basketball and FIBA competition rules. All players are expected to understand these rules prior to participating in 3v3 competition.

### **Roster Size**

- 5 player limit (must have 3 players to start the game)

### **Referees**

- There will be a court monitor for all pool-play games. All 'tournament' game (two semi-finals + final) will have an official referee

## **Time/Score Keepers**

- The court monitor will keep time and score on each court

## **Time-outs**

- Each team is allowed one 30-second timeout per game. The game clock does not stop during timeouts. NO timeouts are permitted in the last three minutes of the game.

## **Initial Possession**

- Coin flip (winning the coin flip allows a team to start the game with the ball or decline in order to get the ball in a potential overtime)

## **Game Duration & Scoring Limits**

- Running clock
- The first team to 21 points (applies to regular playing time only) or the team with the most points at the end of the game

## **Overtime**

- First team to score two (2) points wins

## **Scoring**

- Baskets made from inside the arc count as one point. Baskets made from behind the arc count as two points.

## **Substitutions**

- Can occur in dead ball situations, prior to the check ball. Players must enter the game at the top of the court.

## **Starting Possessions**

- To start the game and after any dead ball that requires checking the ball at the top, the ball must be passed (not dribbled) from the check box at the rear of the court.
- First violation: Warning from the referee or court monitor
- Each Additional Violation: Change of possession

## **Free Throws**

- 1 free throw if fouled while shooting
- 2 free throws if fouled while shooting behind the arc
- 1 free throw if fouled while shooting and the shooter makes the shot
- Free throws count as one point
- Following a made free throw, the opposing team will check the ball at the top. If the free throw is missed, the ball is live and the offensive team can rebound and play, or the defensive team can rebound and clear.

- A free throw that is an air ball with count as a violation, if the ball would have been live the possession will go to the opposing team to check the ball at the top.

### **Jump Ball**

- All jump balls become possession of the defensive team

### **Team Fouls**

- Team Foul Limit (no individual fouls)
  - 6 team fouls
- Penalty for Team Fouls 7-9
  - 2 free throws
- Penalty for Team Fouls 10+
  - 2 free throws and possessions of the ball

### **Possession Following A Successful Goal**

- Defense gains possession (no make it – take it). The possession begins right underneath the hoop when the defensive team takes possession of the ball. Ball to be dribbled or passed to a player behind the arc (both feet). Defensive team not allowed to make a play for the ball inside the “no-charge semicircle” (area under the basket).

### **Possession Following a Dead Ball**

- Check ball exchange behind the arc (at the top)

### **Possession Following a Defensive Rebound (Including Air Ball) or Steal**

- Ball to be dribbled/passed behind the arc
- Ball must be cleared past 3-point arc after every change of possession

### **Playoffs**

- Players must play in at least 2 games to be eligible for the playoffs