



## Hoops In The Square® 3-on-3 Tournament Rules

**ALL DECISIONS MADE BY THE HOOPS IN THE SQUARE TOURNAMENT STAFF WILL BE CONSIDERED FINAL!**

All players must be over 18 years of age, or accompanied by an adult team representative or “Coach” if under the age of 18 years. Each player must carry a valid government issued picture identification card. Players without such identification shall not be permitted to play. Players who are minors without picture ID must be accompanied by an adult guardian / or adult team representative (Coach) and rosters will be verified with copies of birth certificates.

### A. THE PLAY

1. Each team must have a minimum of three (3) players on its roster. Teams are allowed no more than 5 players. Games may be started and completed with only two (2) players, but not with just one (1) player.
2. **NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST GAME!** *All roster changes must be made on a player replacement form.* We reserve the right, in our sole discretion, to reject any player substitutions and to disqualify a player and/or team for use of non-roster players, unauthorized substitution, submission of false information, and/or bad sportsmanship.
3. **NO DUNKING IS ALLOWED.** Dunking is permitted only on Center Court during official competition. Serious injury to yourself or others could result from disobeying this rule. Anyone caught dunking in non-official situations will be disqualified from further participation.
4. **ALL adult players must individually sign a Release/ Waiver/Scorecard before starting each game.**
5. Substitution is unlimited, but permitted only when play is stopped.
6. To begin the game, a coin toss will determine the right to possession or pass possession to the opposing team. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime. The team winning the toss shall have the right to accept or refuse the ball. If the team refuses the ball, the team shall receive first possession in the overtime period.
7. The ball will change possession after all made baskets, no "make it, take it." (Exception: 11 Foul Rule)
8. Jump balls go to the defense. (Exception: Double Fouls) On all double fouls, the ball shall remain with the offense.
9. The ball will be "taken back" on every change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet behind the twenty (20)-foot two (2) -point line at the “top of the key.”) It is not a violation unless a shot is attempted prior to taking the ball behind the twenty (20)-foot arc. If a shot is

- attempted prior to taking the ball back and the player holding the ball is fouled, the foul does not count and the ball changes possession.
10. The defensive player must check the ball before it is put into play. The ball must be passed to a teammate to begin play.
  11. After all fouls (until the 7<sup>th</sup>) or when the ball goes out-of-bounds, the ball will be taken out at mid-court (check-line).
  12. Baskets made "inside" the 20-foot arc will count as one (1) point.
  13. **TWO-POINT SHOT:** Similar to the three (3)-point shot in college and professional basketball, a shot made from behind the international twenty (20)-foot arc will count as two (2) points. Both of the shooter's feet must be clearly and completely behind the two-point line for the basket to count as two (2) points. If a player is fouled in the act of shooting a two (2) point shot and the shot is not successful, the shooting player shall be awarded two (2) free throws (beginning with the seventh (7<sup>th</sup>) foul). See Rule D3 for possession clarification. Court monitors/Referees and/or Tournament Officials shall have the last say if there are any disputes.

## **B. THE TIME**

1. Before games, both teams may warm up for two (2) minutes. A **TEN (10) MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.**
2. Games will be to sixteen (16) points, win by two (2) points or thirty (30) minutes whichever comes first. There will be no "halftime" during any game. When the game ends after thirty (30) minutes, the team ahead shall be declared the winner; if a game reaches time in a tie, the teams will play a sudden-death overtime period with the team scoring first declared the winner. (Possession in overtime is explained in Rule A7). A game won by forfeit will result in a 16-0 victory for the team present at the court. Total victory margin in all games determines playoff seeding in the event of a tie between teams.
3. Stalling goes against the fun principals of the **Hoops in the Square Tournament.** An "unwritten" 30-second clock is in effect at all times, and may be enforced by the referee at their sole discretion. Failure to attempt to shoot in thirty (30) seconds, after being advised by the referee, will result in a loss of possession.
4. Each team is allowed two (2) thirty-second (:30) time-outs. In addition, neither team can stall in the last five (:05) seconds of the game in a check ball situation, or the last fifteen (:15) seconds of the game in a free throw situation. If stalling occurs, the clock will be stopped until the ball is put into play by an in-bound pass.

## **C. THE COURT**

1. The top, sides and bottom of the backboard and the baseboard are inbound. The metal support pieces from the base unit to the backboard are out-of-bounds.
2. Orange sidelines, baselines and mid-court line are out-of-bounds.
3. The courts are thirty six feet by forty feet (36' x 40' feet).
4. The height of the rims on the baskets is ten (10) feet.
5. The two-point arc line is twenty (20) feet.

## **D. THE FOULS (AND "DEBATES")**

1. **Referees are your friends.** If any player is less than cordial to our referees or score keepers, they may be suspended for the game or the tournament. **Hoops in**

- the Square Tournament* does not recognize non-playing coaches as part of any adult team. Minor teams will be allowed one “coach” who is understood to be the adult representative on the Roster/Waiver/Scorecard Form signed before each game. These "coaches" can be asked to leave the event site at any time should they become rude, unruly or act in a manner that is not in the best interest of the tournament. If a referee chooses to eject a player or coach, that individual must leave immediately.
2. The TEAM CAPTAIN is expected to represent his/her adult team. The captain has the right to ask the monitor/referee/court supervisor to explain any rule. If there is a dispute, which needs to be resolved, a Tournament Official will come to your court to handle the situation. The Court Monitor's, Referee's and/or Tournament Official's decision is final for the purpose of that game. ***Once play resumes after a disagreement, the problem is considered a dead issue. During any protest, time on the game clock shall continue to run, except in the last three (3) minutes of a game.***
  3. The court monitor/referee will count and record all team fouls on the Score Sheet. All fouls are common fouls. For the first six (6) team fouls, the ball is taken back by the fouled team at "mid-court" to resume play. Beginning with the seventh (7) team foul (and continuing for the eight (8<sup>th</sup>), ninth (9<sup>th</sup>) and tenth (10<sup>th</sup>) team fouls), the player fouled will be awarded one (1) or two (2) free throws. If the foul occurs outside the 20-ft arc during a shooting foul, the player is awarded two (2) free throws. If the foul occurs inside the 20-ft. arc during a shooting foul, the player is awarded one (1) free throw. After the free throw(s), ball changes possession whether the free throw(s) were successful or not. On the seventh (7) through tenth (10<sup>th</sup>) team foul, if a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. The foul is counted on the scoresheet as a team foul and no free throws are granted.
  4. Beginning with the eleventh (11<sup>th</sup>) team foul, the player fouled will be awarded one (1) or two (2) free throw(s). If the foul occurs outside the 20-ft arc during a shooting foul, the player is awarded two (2) free throws. If the foul occurs inside the 20-ft. arc during a shooting foul, the player is awarded one (1) free throw. Regardless if the player makes or misses the free throw(s), the shooting team shall retain possession. Beginning with the eleventh (11<sup>th</sup>) team foul, if a player is fouled in the act of shooting and makes the basket, the basket counts and the shooting team shall retain possession.
  5. Flagrant, Technical, Intentional, Unsportsmanlike, or Continuous Misconduct Fouls will result in the dismissal of the offending player. If the referee rules a foul was Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession, or if the player fouled is not shooting the player shall receive one free-throw and possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four (4) points, at which time he/she can re-enter the game. ***ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, WILL BE EJECTED FROM THE TOURNAMENT.*** Two flagrant fouls or technical fouls will result in the automatic disqualification from the tournament.

## **E. OTHER REGULATIONS**

- 1. UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS.** After that round, each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other salient information. We reserve the right to reduce the number of games due to unforeseen circumstances. **(ALL RIGHTS RESERVED)**
2. A player must leave the game if the player receives an abrasion that has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.
3. All participants must have a valid government issued picture ID available during the event weekend. Failure to produce such an ID upon request could result in disqualification of that player and/or that player's team.