

### **Central High School 3 vs 3 Tournament Mission**

These tournaments are meant to be competitive, but at the same time the goal is to give kids an opportunity to just play basketball.

We ask that all parents be respectful to all players, referees, other parents and staff of the league. There will be a no tolerance policy for behavior that the staff at Central High School believes to be inappropriate. If there is any such behavior, parents will be asked to wait outside until their child is done playing. Again, we want this to be competitive, but we want the boys to have fun. That starts with all adults involved being good role models for all children.

If a team knows it is going to be short on players and needs to bring in someone not on the original roster to fill a spot that is fine. If a team is still short players, that game will count as a loss in the standings, but we will ask other boys that are not playing at that time to fill in if possible, so the other team does not lose a game.

### **Central High School 3 vs 3 Tournament Rules**

**Coaching** We are encouraging parents to not coach players during the game. We really want the kids to just get to play and let the games take care of themselves. A team may have a “coach” that will help with substituting and strategy during the game.

**Referees** We will have Central High School Coaches, current senior players, former players, and possibly a few local officials at each basket to referee.

**Scorekeepers** We may ask for a volunteer for each game to help keep score. Please have a parent that is ready and willing to do so

**Seating:** If the bleachers are not out for seating, you may bring a chair into the gym. If you do bring your own chair, please make sure the chair has rubber feet. If the chair does not have rubber feet, please bring something to place on the floor to protect the floor from being scratched by the chair.

**Registration:** Every player must complete registration online before participating

**Tiebreaker:** In each league the tie-breaker order will be as follows:

- 1) Head to Head
- 2) Record vs Next Highest finisher
- 3) Plus/Minus
- 4) Tournament Director’s Choice

**Game Length:** 20 minute Running Clock (Time will be kept on the main scoreboard for all games) No Time-outs

**Game Winner:** First team to 20 points.

If tied at the end of 20 minutes, each team will get 1 possession. If the game is still tied after that, then the next basket wins

Scoring: Baskets scored inside the arc are worth 1 point.  
Baskets scored behind the arc are worth 2 points

Fouls and Free-Throws:

A free throw will be awarded in the following situations:

- A player is fouled in the act of shooting
  - One FT (1pt) if fouled in the act of shooting inside the arc
- Two FT's (1 pts) each if fouled in the act of shooting outside the arc
- Common fouls will result in a checked ball
  - On the 7<sup>th</sup> foul each common foul will result in 1 FT or...
  - On the 2nd common foul in the last minute 1 FT will be rewarded
- If you are fouled in the act of shooting and the basket is made there will be no "and 1" free throw
- The ball is live on a missed free-throw
  - In the case of a missed free-throw and a defensive rebound the defense must take the ball back
  - In the case of a missed free-throw and an offensive rebound the offense does not have to take the ball back

Technical fouls: Result in an automatic point for the other team and the player must be subbed out - A 2<sup>nd</sup> technical on a player results in an automatic ejection

Substitutions: Teams may substitute after a made basket, before a free throw attempt, or after the ball has gone out of bounds

Out of Bounds: Out of Bounds will be marked by the sidelines, baseline, and half-court (when games are played on the side baskets the half-court line will be determined by the official before the game)

Checked Ball: The ball must be “checked” by an opposing player after a made basket or dead ball before it is put into play.

The check-in must occur behind the 3-pt line at the top of the lane and the **on BALL defender** must stay inside the 3 point line.

- We have this rule to promote players learning how to get open without the ball and to learn to get each other open without the ball
- We also just don't want to watch the man checking the ball in playing 1 on 1

Play: The first team to make a FT will start with the ball.

Jump balls will result in alternating possession.

After the ball is checked, the ball must be passed to begin play.

- The player with the ball may dribble, but must pass to begin play.
- **The pass may occur anywhere on the court and MAY BE STOLEN by a defender.**
- **The on-ball defender must remain inside the three point arc.**

Taking It Back: The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. When taking the ball back, the player must bring his/her whole body and the ball behind the 3 point line.

Out-of-Bounds: A ball out-of-bounds will be “checked” from the top of the 3-point line.

Stalling: Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is an unsportsmanlike act and will result in a free-throw for the opposing team and the opposing team will get the ball. The official at this basket will make the judgement call, if he/she feels a team is stalling.