

# EXCELSIOR SPRINGS

## 3 ON 3 BASKETBALL RULES

*This is a special event tournament and it is designed for fun. Ignorance of the following rules is no excuse.*

### Teams

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1. Games need to start on time! Teams have a five minute "Grace Time" to get 3 players on the court.
2. Teams should wear the same/similar color shirt. Teams cannot play in "skins".
3. Teams will provide basketballs for the game.
4. All ball games are 20 minutes.
5. The home team shall be determined by a coin toss.
6. Players can only play on one team throughout the tournament.

### Divisions & Equipment

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1. Each team must provide a ball to be decided on by team captains before start of game.
2. Divisions will be offered in Men's & Women's in the following age groups:
  - a. 13 & Under
  - b. 14 – 18
  - c. 19 – 29
  - d. 30 – 49
  - e. 50 & Over

### Players/Managers

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1. Players may play on one (1) team only and may not play in more than one (1) division, if applicable. If a player plays on two (2) teams, the second team the player played with shall forfeit all games the player in question participated in.
2. Registered team players are the only individuals allowed on bench during games.
3. Any player or manager who is ejected from a game shall be suspended for the team's next game. The suspended player or manager may not be in attendance at the next game. A second ejection will result in suspension for the remaining tournament. There will be no protest on this rule. Individuals will not get a second chance. An individual ejected from a game must immediately leave the gym and parking lot or the team of the suspended player will forfeit the game.
4. Any team using an ineligible player shall immediately forfeit the game upon discovery of the ineligible player.
5. No active member of a college, junior college, club equivalent, or high school team is permitted to play.

# Protests

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1. There are NO protests for any reason whatsoever.

## Game Play

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1. The official NFHS Basketball rulebook shall govern the tournament, except when otherwise described by the Parks and Recreation Department.
2. All games will be played on a one-half basketball court utilizing the appropriate markings (three point play in effect).
3. Teams will play to 21, must win by 2. Baskets will count as either a 1-point field goal or a 2-point basket (behind 3-point line).
4. If overtime period is needed at the end of regulation, the first team to score 2 points will win the game.
5. Each team will be allowed 1 30-second timeout per game.
6. Teams must have three players on the court throughout each game. Failure to field a full team five minutes after the designated starting time will result in a forfeit. Exception: This rule may be waived by the team at full strength, in order to permit a 3 on 2 or 2 on 2 games.
7. Free substitution is permitted anytime a ball is not in play.
8. To start the game and after any dead ball situation, the ball must be “checked” by the defense from the top of the 3-point arc. If the offense does not get the ball “checked”, the ball is turned over to the defense.
9. After the ball is “checked”, the ball MUST be passed in to start play.
10. After a change of possession, the ball must be taken back behind the top of the 3-point arc extended before a shot may be attempted. If a team fails to clear the ball past the top of the 3-point arc extended and then attempts a shot, the ball will be given to the defense.
11. There will be no officials calling the games. All players must call fouls and violations as necessary to keep the game in control.
12. Only players in the game may call fouls or violations. Bench players may not make such calls.
13. There are no free throws. Any foul, shooting or non-shooting, results in the team that has fouled getting possession of the ball.
14. All held-balls (jump balls) result in possession being awarded to the defense for a throw-in.
15. The supervisors are the only administrators for the games. They will not call fouls or violations unless necessary. If a supervisor sees and calls an excessive contact, intentional foul or a technical foul, the penalty will be one free throw for the offended team, and the ball awarded for a throw-in. The supervisor has the authority to end any match which they feel has gotten out of control.
16. In the case of a tie at the end of pool play, the placement in the standings will be determined by the “Head-to-head” records of the teams involved. If that doesn’t resolve the placement, a coin flip will be used to determine placement.
17. NO UNSPORTSMANLIKE CONDUCT:
  - a. No foul language.
  - b. NO ALCOHOLIC BEVERAGES ARE ALLOWED IN THE PARKS OR ON SCHOOL GROUNDS.
  - c. ANY FIGHTING WILL MEAN DISMISSAL FROM PARTICIPATION, NO APPEALS.
  - d. If unsportsmanlike conduct persists by a team or an individual, the team or individual will be kicked out and tournament fees forfeited.

- e. If ejected individual or team fails to leave the premises, including the parking lot, within one minute from time of ejection, their team will forfeit the game. Any player ejected will not be allowed to participate in the next scheduled, played game. Coaches and spectators are also subject to the same type of ejection rule. No appeals. Participant is defined as player, coach, and those on the playing field associated with the respective team.

## Weather cancellations or other postponements:

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1. The tournament will be played as part of the Irish Festival and will attempted to be made up one time in the event of inclement weather. The make-up date will be on the following Saturday. If the following Saturday is rained out, then the event will be cancelled.

*Rules not listed above and established in the Parks and Recreation Department Policy manual will apply.*