



## **Riverfront 3 V 3 Classic BASKETBALL TOURNAMENT RULES**

The following rules have been designed to ensure fair play for all participants. Each team is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the Riverview 3v3 Tournament Officials.

### **Prior to the Game**

- THE HEAD COACH WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES, and must verify the score sheet has correct roster prior to each game.
- 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.
- A coin flip prior to the start of the game will determine which team has the initial possession. Each player must have a number on their shirt/uniform (numbers made with masking tape are acceptable).

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

- The ball must be thrown (not dribbled) in from the check box at the rear of the court.

- First Violation: Warning from the referees or court monitor
- Second Violation: change of possession

## Game Play

- **Length of Games:** first team to score 15 points (1 & 2 Point scoring), or 20 minutes.
- **Overtime:** if the score is tied at the end of 20 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.
- **No Make It Take It:** the ball changes possession after each scored basket.
- **Stalling:** no stalling is allowed. The referee or Tournament Officials may institute a 20 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 20 seconds will result in loss of possession.
- **Jump Balls:** all jump balls become the possession of the defensive team.
- **Time Outs:** each team is allowed two 30-second time-outs per game. The game clock stops during any time-outs.
- **Taking It Back:** when in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the two-point arc. Failure to "take it back" is a violation.
- Each Individual Violation: Change of Possession
- **Throw In/Resuming Play:** the ball must be "checked" after every out of bounds or opposite team score. The ball must be thrown in (not dribbled) in from the check box at the rear of the court. No face guarding the box - stay behind the line.
- First Violation: Warning from referee or court monitor
- Each Additional Violation: Change of possession
- **Out of Bounds/Resuming Play:** the ball must be "checked" every out of bounds.
- **Scoring:** baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Court monitors or referees will call "two points". If

there is any doubt by the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point. NO DUNKING.

- **Free Throws:** Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (1 for 1 pointer, 2 for 2 pointer). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt is being made.
- **Personal Fouls:** the referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).
- **RECORDED TEAM FOUL #:**
  - Team Fouls 1 through 7 Team Fouls-
    - Check ball from check box, unless fouled in the act of shooting
  - 8+ RESULT (for team that was fouled)-
    - One free throw
- **Flagrant fouls or continuous misconduct:** Will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee, court monitor or Tournament Officials only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeing, etc; if technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.
- **First Offense:** Player fouled will shoot one free throw and his/her teams retains possession from check box.
- **Second Offense:** Team forfeits game and is under probation for the duration of tournament play. **Third Offense:** Team is dismissed from tournament.