



## PowerBar Triple Threat 3-on-3 Tournament Rules

### Rules of the Game

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament.

### PRIOR TO THE GAME

Each team must have three to four players on its roster who have registered their team. Additions and/or changes to any roster must be approved prior to the start of the team's first game. No substitutions are allowed once a team's roster has been completed. A player is allowed to participate for only one team for the duration of the scheduled tournament. All players must provide identification, sign the team registration /liability waiver form before their first game, wear PowerBar jersey that will be provided on-site while playing in tournament, and designate a Team Spokesperson. Any and all communication with the referee and/or court manager will be conducted by the Team Spokesperson ONLY.

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. If a team with a least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized two points per minute after the designated start time, up to 20 points. The game is officially forfeited after 10 minutes.

A coin flip prior to the start of the game will determine which team has the initial possession. A referee will officiate each game.

### STARTING PLAY/RESUMING PLAY

The ball must be thrown in (not dribbled) from half court area.

**First Violation:** Warning from the referee    **Each Additional Violation:** Change of possession

### GAME PLAY

**Length of Games:** First team to score 21 points, or 15 minutes, using 2 point and 3 point goals.

**Overtime:** If the score is tied at the end of 15 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 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 Court Manager may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

**Jump Balls:** All jump balls result in alternating possession.

**Time Outs:** Each team is allowed one (1) 30-second time-out per game. The game clock does not stop 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 three-point arc. Failure to "take it back" is a violation.

**First Violation:** Warning from the referee    **Each Individual Violation:** Change of Possession

### SCORING

Baskets made from the inside the arc count as two points. Baskets made when the shooter has BOTH FEET behind the arc count as three points.

### FREE THROWS

Free throws count as one point. When fouled in the act of shooting, two free throws are awarded to the fouled shooter, unless the basket is made, then only one free throw is awarded. The free throw shall be attempted within 10 seconds after the ball has been provided to the free thrower.

## **PERSONAL FOULS**

The scorer will record each personal foul. Each team member is allowed five personal fouls. Upon receiving the fifth personal foul, the player is disqualified.

### **RECORDED TEAM FOUL #**

Team Fouls 1 through 8

Team Fouls 8+

### **RESULT (for team that was fouled)**

Maintain possession and check ball from half court area, unless fouled in the act of shooting.

Two free throws, unless basket is made (see above).

All intentional fouls will result in two free throws for the player fouled AND his/her team retains possession and checks the ball at the half court area. An intentional foul is a personal or technical foul designed to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. A flagrant foul may be a personal or technical foul of a 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.

## **BASKETBALL GOAL INFORMATION**

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches either of the arms attached to the back of the backboard or touches the pad in front of the basket

The ball remains in play if it:

- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

## **AFTER THE GAME**

The Team Spokesperson of the winning team should check at the Registration Tent for the next game time. The Tournament Bracket will be located in the Registration Tent. All official information will be posted in this area.

## **TOURNAMENT ADMINISTRATION**

Any questions or disputes will be discussed only with the Team Spokesperson and the Court Manager. Disputes will not be heard after the game has been completed.

### **The Court Manager reserves the right to disqualify any team for infractions of the following policies:**

**Use of Illegal players.** The players listed on the roster at the time an entry form is submitted are the only players eligible. The Court Manager reserves the right to request identification from players at any time during the tournament. All participants are required to bring picture identification to the tournament.

**False Information.** Information provided on your entry form is expected to be 100% accurate. Any false information is grounds for disqualification. Participants under the age of 18, must have a parental or guardian signature.

**Unnecessary vulgarity or abusive conduct.** Good sportsmanship is expected. The Court Manager may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.

**Please have your team ready to play by the conclusion of the prior game!**