



3on3 Basketball Rules and Regulations

- Each company may enter one Men's team and one Women's team in the 3on3 Basketball Tournament.
- Managers must check-in at the registration table prior to playing your first game.
- All players must sign a waiver prior to playing.
- All participants must have their ID with them at all MCCC events.
- Game Time is forfeit time.

GAME PLAY

Teams may have an unlimited number of participants listed on their 3on3 basketball tournament roster. A maximum of 6 of those players may be used per game with 3 playing at a time. All players used in the tournament must be legal players from the company's participation list.

There will be a round robin tournament that will determine playoff match-ups.

Tiebreakers will be determined by; 1) Head to Head, 2) Points against, 3) Point differential, 4) Points for, 5) Coin Flip.

All games will be 20 minutes (two 10 minute halves with a 1 minute half-time), highest scores wins.

If the game is tied at the end of regulation it will go into overtime where the next basket wins. That team will be declared the winner.

Possession to start overtime will be determined by a coin flip.

No jewelry including body piercings unless authorized by the tournament director.

A coin flip will determine the first possession.

The ball will change possession after each basket. No "make-it" / "take-it".

The ball will be "taken back" on every change of possession. (A player's foot must touch the 3-point line to be considered "back"). Failure to take it back will result in loss of possession and any points resulting from the possession will not count.

The ball must be checked by an opposing player before it is put into play. The ball must be passed in to begin play, no violation (recheck). When in-bounding the ball, a minimum of 3 feet must be allowed by the defense for the offense to in-bound the ball, 5 second rule to inbound ball.

After all fouls, or balls out of bounds, the ball will be taken out at the top of the key, outside of the three point line.

Two points will be given when the shooter's feet are clearly, and completely, behind the three point line. Any shot(s) made inside the three point line will count as one point.

If a shot is taken from behind the three point line, is *missed*, and the shooter is fouled, he/she will get two free throws. If a shot is taken from behind the three point line, is *made*, and the shooter is fouled, no free throws will be awarded. The basket counts as two points (per 3-on-3 rules), the foul is registered, and the ball changes possession.

No dunking is allowed in warm-ups. Dunking is allowed in official games only.

Players must have like-colored jerseys that are numbered, for each player on the roster. Players may use a marker to write a number on a jersey. Pennies will be supplied if two teams have the same jersey color.

A jump ball goes to the defense.

TIME

Each team is allowed two 30 second timeouts. The timeouts stop the play clock.

In the last minute of play of the 2nd half, the clock will stop on all dead ball situations and after a made basket.

Stalling (freezing the ball) is not allowed. An "unwritten" 30-second clock is in effect at all times, and may be enforced by court monitors or referees at their discretion. Failure to attempt a shot (and "draw iron") in 30 seconds, will result in a loss of possession.

FOULS

The scorekeeper will count and record all team fouls on the score sheet. Any player fouled in the act of shooting, or after 5 team fouls (on the 6th and after) will be awarded one free throw. For the first five fouls, the ball is taken back by the fouled team, at the top of the key, to resume play.

When a player is shooting a free throw, we will follow high school regulations regarding the shot. Other players must line up along the lane in the designated spots and must wait for the ball to hit the rim. After hitting the rim, the ball is live and if missed, either team can rebound the ball. The offensive team can take a shot after a rebound without having to recheck the ball. If the ball is made, the opposing team takes the ball out at the top of the key.

If a player, in the act of shooting, makes the basket, the basket counts and the ball changes possession. The foul is counted on the score sheet as a team foul. If the basket is missed, one free throw will be shot as explained above.

Flagrant or continuous misconduct may result in the dismissal of the offending player(s). If the referee rules a foul was intentional, the player fouled will shoot two free throws and retain possession. Two intentional fouls will result in an automatic ejection from the game. Anyone involved in fighting, for any reason whatsoever, will be ejected from the tournament.

An individual player will foul out of a game when receiving a fourth personal foul, but may also be ejected by the official for cause at any time.

Any substitutions may be made after a basket, a foul shot, or any stoppage of play.

"Trash talk" will not be allowed.

All technical fouls will be awarded two free throws plus possession of the ball.

GROUP PLAY TIEBREAKERS

If there are teams that have the same record after group play, tiebreakers will be solved in this order:

1. Head to Head matchup
2. Point against
3. Point differential among tied teams
4. Points for
5. Coin flip

FORFEITS/POINTS

If a team forfeits a game or games in the tournament, that forfeit will be counted as a loss and penalty points will be assessed to the teams overall MCCC point total.

Please refer to the MCCC Point System for information on points for Basketball.

***For rules questions, contact
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