

## **U.S. Army 3 on 3 Summer Hoops Tournament Rules**

These are the official rules set forth by the U.S. Army 3 on 3 Summer Hoops officials. You are required to follow these rules and tournament officials have the right to disqualify a player and/or team for violation of these rules.

### **Sportsmanship**

Good sportsmanship requires all participants, spectators, court monitors, and tournament officials to show a mutual respect for one another both on and off the court. This will be strictly enforced and failure to behave in an appropriate manner will result in immediate action. Poor sportsmanship could lead to penalties against the team in either the technical, intentional or flagrant foul categories.

Disqualification of a particular player or an entire team is left to the sole discretion of a court monitor, court marshal, or tournament official. THEIR DECISION IS FINAL.

### **Number of Players**

Each team will be allowed to have a maximum of four players and a minimum of three players. Only three players will be allowed on the court at any given time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least three players on each team but any number of players (1, 2, or 3) may finish a game.

### **Authorized Equipment & Apparel**

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal—even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. Tournament officials hold the right to forbid any equipment or apparel that they consider being unsafe or inappropriate.

### **Eligibility Issues**

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in the U.S. Army 3 on 3 Summer Hoops and the potential effects on their eligibility. The Richmond Sports Backers are not responsible for verifying a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

## **Bracket Types**

Teams will be divided into tournament brackets according to its players' ages or school grades, heights, playing experience, and competition level, based on the information given on the team applications. Tournament officials reserve the right to verify the information teams provide on their application. False information will be grounds for dismissal from the tournament.

## **Which Team Receives the Ball First?**

A coin toss before each game will determine which team receives the ball first.

## **Keeping Score**

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Court monitors will decide if a player was behind the two-point arc and their team indeed receives 2 points. Games are generally played to 21 points, win by one (see next rule for exceptions).

## **Length of Game**

All games are 25 minutes long. The target score for all games is 21 points, meaning the first team to reach 21 points within 25 minutes of play is declared the winner. The team that reaches 21 points does not need to have a winning margin of 2 points or greater. The 25-minute clock is stopped during team time-outs and if the court monitor stops play for a player injury or other unusual circumstance. If neither team has reached a score of 21 points, the court monitor shall stop the game after 25 minutes of play.

If a score of 21 is not achieved within 25 minutes:

If at the end of 25 minutes, a team has a lead of 2 or more points, that team is declared the winner. If neither team has at least a 2-point advantage, overtime will be played. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 21 points, will be declared the winner. A coin toss will determine who gets the ball first in overtime. Use these examples as a guideline:

### **SCORES AT BEGINNING OF THE OVERTIME SESSION**

Score of 20 to 19: the first team to 21 wins (no game goes beyond 21 points)

Score of 17 to 17: the first team to 19 wins

Score of 10 to 9: the first team to 12 wins

Score of 15 to 13: no overtime is needed since the leading team has at least a 2 point lead

There is one exception to this rule:

1. Grades 3 and 4 only need to win by 1 point. If a tie remains at the end of regulation, the next basket wins.

### **Time-Out**

Each team is allowed a single one-minute time-out per game.

### **Substitutions**

Substitutions may be made during a time-out or a "dead ball" situation.

### **Checked Ball**

After each made basket or dead ball situation the ball must be "checked" by an opposing player before it is put into play. Then a pass must occur to put the ball into play. There must be one defender guarding the player in-bounding the ball. In games involving grades 3 and 4 the initial pass after the "check-in" may not be contested. However, the player receiving this initial pass must be behind the free-throw line extended.

### **Change of Possession**

The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.

### **Taking it Back**

The ball will be "taken back" on each change of possession, whether or not a shot was attempted or if the ball hits the rim. Failure to "take it back" results in a loss of possession and any points just scored. "Taking it back" means bringing your whole body and the ball behind the "take-back" line, not the sidelines or two-point arc.

### **Ball Out-of-Bounds**

A ball out-of-bounds will be taken out from the "take-back" line.

### **Boundaries**

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom, and sides, shall be considered in-bounds.

## **Jump Ball**

In a jump ball situation, the ball will first go to the team who lost the opening coin toss, alternating possessions thereafter.

## **Stealing the Ball**

Players in all age categories may steal the ball when it is being passed, dribbled, or held.

## **Fouls**

In the high school and adult divisions, the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot. There are three exceptions to this rule:

1. When a foul occurs and the field goal is successful, in which case the basket counts and no free throw shot is awarded.
2. When the foul occurs behind the take back line. In this situation the player who was fouled will maintain possession but there will be no free throw shot.
3. When any offensive foul occurs. In this situation a change of possession will occur, with the defense receiving the ball. No foul shot is awarded.

During a free throw, opposing team players may not intentionally disrupt the shooter's shot. A change of possession will occur regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the take-back line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. In the high school and adult divisions court monitors are there to supervise the court, in order to maintain safe play and to ensure that all tournament rules are being followed. In case of a dispute between teams, a court monitor will settle the disagreement and their decision is final.

Court monitors will referee all games in the youth division, brackets consisting of teams whose players are grades 3-8.

### **a. Technical Fouls**

A technical foul will be called for unsportsmanlike behavior such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that provoke or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also

be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. The court monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of preserving a winning margin.

b. Intentional Fouls

An intentional foul is a foul designed to counteract an opponent's obvious advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact.

c. Flagrant Fouls

A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner in which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, savage, or abusive. The player committing the foul will be suspended from play for the remainder of that game or for the rest of the tournament.

### **Penalties for Above Foul Calls**

Court monitors or court marshals will be required to make technical, intentional, and flagrant foul calls, not players. The decision of a court monitor or court marshal is final. If a technical, intentional, or flagrant foul is called, it will result an automatic point for the opposing team as well as the opposing team receiving possession of the ball. A player who makes a basket and is fouled by an opponent, who receives a technical, flagrant, or intentional foul for the infraction, will receive the point(s) for the made basket, an automatic one-point for the infraction, as well as possession of the ball.

### **Stalling**

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a tactic used by a team who is ahead and trying to run out the game clock to protect a win. Stalling

is considered an unsportsmanlike act and will result in a technical foul against the offending team.

### **Dunking**

Dunking is not allowed at any time, including during warm-ups. Dunking will be treated as an unsportsmanlike act and will result in a technical foul.

### **Player Injury**

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, tournament officials may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

### **Game Times**

All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is advised to check the Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event.

### **Other**

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Tournament officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

### **Use of Illegal Players**

The players listed on the team application as accepted by U.S. Army 3 on 3 Summer Hoops are the only ones eligible to play on that team.

Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 7:00 p.m. on Friday, July 24, 2009. Under no circumstances will roster substitutions be allowed after the tournament begins. Any team using a player not properly registered will be disqualified from the tournament.

### **False Information**

False information provided on your team application or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

### **Court Specifics**

#### **Adult/High School Court**

Court size: 31' deep x 50' wide

Basket height: 10'

Free throw line: 15'

2-point line: 19'

Game Ball: 30.0 (full size)

#### **Youth Court (ages 12 & 13)**

Court size: 28' deep x 42' wide

Basket height: 10'

Free throw line: 15'

2-point line: 19'

Game Ball: 30.0 (full size)

#### **Youth Court (ages 10 & 11)**

Court size: 28' deep x 42' wide

Basket height: 10'

Free throw line: 15'

2-point line: 16'

Game Ball: 28.5 (intermediate size)

#### **Youth Court (ages 8 & 9)**

Court size: 28' deep x 42' wide

Basket height: 8'

Free throw line: 10'

2-point line: 16'

Game Ball: 28.5 (intermediate size)