

BYSA

3 on 3 Tournament Rules

- Each Player is expected to understand all rules prior to participation in the tournament. Good sportsmanship is expected at all time. Unnecessary vulgarity or abusive conduct is grounds for team disqualification.
- Each team must have at least 3 players, not more than 4, on its roster who have registered their team by the predetermined entry deadline. No substitutions are allowed once a team has played its first game of the event. A Player is allowed to participate for more than one team but not for a lower division.
- All teams must start with 3 players on each team.
- A coin flip prior to the start of the game will determine which team has the initial possession.
- The ball can be thrown in or dribbled in from the top of the key after it has been checked by the defense.
- First team to score 15 points and wins by 2 points, or 20 minute time limit.
- If the score is tied at the end of 20 minutes, the games goes into overtime. A coin flip will determine which team has initial possession. The game winner is the first to score 6 points.
- The ball changes possession after each scored basket.
- **No stalling is allowed**- failure to attempt a shot within 30 seconds will result in loss of possession, which will be determined by the court monitor.
- All jump balls or tie balls become the possession of the defensive team.
- Each team is allowed one (1) 45 second timeout per game. The game clock does not stop during time-outs.
- When in play, the ball must be taken back on each change of possession. Taking back means both feet must be behind the 2-point arc. Failure to take it back will result in a violation. The first violation will result in change of possession.
- Baskets made within the arc are worth 1 point. Baskets made with both feet behind the arc are worth 2 points. If there is any doubt by the court monitor as to whether the made basket is worth one or two points, the basket will count as one point.
- Free throws will count as one point. If a player is fouled in the act of shooting from the 2-point arc and the shot is missed, the shooter will be awarded 1 free throw worth 2 points. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket is NOT made. All free throws are dead balls. Regardless of whether the free throw is made, the offensive team retains possession of the ball. All other players will remain behind the 2-point arc while the free throw attempt is being made.
- BONUS free throws will result on a team's 5th team foul. The free throw shooting team will be awarded 1 free throw worth 1 point. Regardless of whether the free throw is made, the opposing team checks the ball at the top of the key.
- All intentional fouls and flagrant fouls will be called by the court monitor and will result in 1 free throw for the player fouled and his/her teams retains possession. Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament.
- The ball is considered out of bounds if it touches any part of the basketball goal with the exception of the net, rim, and/or backboard.
- In order to step out of bounds, the basketball or one's foot must cross over the out of bounds line. One can step on the line and still be inbounds, as long as, the entire line is not crossed.
- **DISPUTES**- All Disputes will go through the coordinator of the event. ALL DECISIONS ARE FINAL!