

**Sandhills Alumni Scholarship Fund's
3-on-3 Tournament
Rules & Regulations**

A. THE PLAY

1. Each team must have at least three players on their roster. Games may be started and completed with only two players, but not with just one player.
2. Teams will be seeded according to the information provided for each individual on the entry form. Coordinators will make every effort to place teams into divisions with similar players. However, in some instances, there may be slight differences in playing ability, age and size.
3. **NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST SCHEDULED GAME!!** All roster changes or additions (If the team originally registered with three players) must be made on a player replacement form prior to the team's first scheduled game. It is the discretion of the staff to approve any player changes/additions since the new or additional player(s) can not alter the team's placement in the tournament which is based on its' original roster. **ALL PLAYERS (AGES 16 & OVER) MAY BE REQUIRED TO SUPPLY A PHOTO ID OR SOME FORM OF ID TO VERIFY THEIR AGE.** We reserve the right to reject any player substitutions/additions and to disqualify a player and/or team for use of non-roster players, unauthorized substitutions, submission of false information, and/or bad sportsmanship.
4. **NO DUNKING IS ALLOWED IN PRACTICE.** Dunking is permitted only in official games. Anyone caught dunking in non-game situations can and will be disqualified from further participation.
5. Substitution is unlimited, but permitted only when the ball is not in play.
6. To begin the game, a coin toss will determine the right to possession. The team winning the toss has the option to start the game with the ball or defer possession to the opposing team. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime.
7. The ball will change possession after all made baskets, no "make it, take it."
8. The ball will be "taken back" on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet and ball behind the 20-foot two-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the 20-foot arc. If a shot is attempted prior to taking the ball back and you are fouled, the foul does not count and the ball changes possession.
9. The ball must be checked by an opposing player before it is put into play. **The ball may be dribbled after the ball has been checked, however, the ball must be passed to a teammate before a shot can be made.**
10. After all fouls (until the 7th) or when balls go out-of-bounds, the ball will be taken out at midcourt at the check line.
11. **TWO-POINT SHOT:** Similar to the 3-point shot, a shot made from behind the international 20-foot arc will count as two points. Both of the shooter's

feet must be clearly and completely behind the 2-point line for the basket to count as more than one point. The REFEREE/MONITOR or Tournament Official will have the final say if there is any question.

B. THE TIME

1. A TEN MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.

Additionally, at the discretion of the court monitor/referee, if a team fails to appear for the scheduled start of the game, they may be penalized one point for every minute delayed.

2. ALL GAMES will be to 16 points, win by two points, or 25 minutes WHICHEVER COMES FIRST. A game won by forfeit will result in a 16-0 victory for the team present at the court.

3. Stalling goes against the fun principles of the game. An “unwritten 30-second shot clock” is in effect at all times, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and “draw iron”) in 30 seconds, after being advised by the monitor/referee, will result in loss of possession. In addition, neither team can stall in the last five seconds of a game in a ball-check situation, or the last 15 seconds of a game in a free-throw situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass.

4. Each team is allowed two 45-second time-outs. The 25 minute running clock does not stop unless the timeout is called during the final 3 minutes of the game. The clock will also be stopped if an injury occurs during the game.

5. If a game is ended at 25 minutes, the team that is ahead is declared the winner; if a game reaches this time limit in a tie, the teams will play a sudden-death overtime with the team scoring first declared the winner.

Possession in overtime is explained in Rule A7. **If game is a Championship game and 25 minute time limit is reached, team must win by 2 points to be declared the winner.**

6. An offensive player occupying the lane for more than three seconds without exiting the lane goes against the fun principles of the game. An “unwritten 3-second rule” is in effect at all times, and may be enforced by the court monitor/referee at their sole discretion.

7. We can only guarantee the start time of the first game. Whenever possible, we will “play ahead” to allow earlier completion of the tournament. All teams must remain on premises during the duration of the tournament or risk forfeit of game or games.

C. THE COURT & BALLS

1. The top, sides, and bottom of the backboard and the baseboard are inbounds. The metal support pieces from the top base unit to the backboard are out-of-bounds.

2. Boundaries vary from court to court. Check with the referee/court monitor before game begins if there are questions about court boundaries.

D. THE FOULS (AND “DEBATES”)

1. If any player is less than cordial to our referees, they may be suspended for the game or the tournament. Referees or Scorekeepers are your friends. Tournament rules do not recognize non-playing coaches as part of the team. These “coaches” can be asked to leave the event site at any time should they become rude, unruly, or act in a manner that is not in the best interest of the tournament.

2. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. **DO NOT PROTEST YOUR GAME TO THE MASTER SCOREBOARD. IT WILL NOT BE HEARD.** The court monitor’s, referee’s or court supervisor’s decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.**

3. Jump or held balls go to the defense. (Exception: On all double fouls, the ball shall remain with the offense.)

4. **THE REFEREE WILL CALL AND RECORD ALL TEAM FOULS ON THE SCORESHEET. COURT MONITORS WILL ONLY RECORD ALL TEAM FOULS ON THE SCORESHEET.** All fouls are common fouls. For the first six (6) fouls, shooting or non-shooting, the ball is taken by the fouled team at “midcourt” to resume play. Beginning with the seventh (7) team foul, the player fouled will be awarded one (1) or two (2) free throws (If the foul occurs outside the 20-ft. arc during the act of shooting, the player is awarded two (2) free throws). On the eleventh (11) team foul, the player fouled will be awarded one (1) or two (2) free throws; regardless if the player makes or misses the free throw(s), the shooting team shall retain possession. Additionally, after the 11th foul, if the shooting team is fouled in the act of shooting and the shot is scored, the point(s) shall count and the shooting team shall retain possession.

5. Flagrant, Intentional, or Continuous Misconduct Fouls can and will result in the dismissal of the offending player. If the referee rules that a foul was Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession. If the player fouled is not shooting or misses a shot attempt, the player shall receive one free throw and retain possession. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four (4) points, at which time he/she can re-enter the game. **ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, MAY BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.**

E. MISCELLANEOUS REGULATIONS

1. UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS. After that contest each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other important information. We reserve the right to reduce the number of games, or shorten games, due to inclement weather or unforeseen circumstances.
2. When a game is being officiated by a referee, all calls are final. Excessive arguing with the referees will result in ejection from tournament.
3. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.
4. ALL PLAYERS MUST HAVE A PHOTO ID (AGES 16 & OVER) OR SOME FORM OF ID TO VERIFY THEIR AGE AVAILABLE DURING THE EVENT WEEKEND. FAILURE TO PRODUCE AN ID UPON REQUEST COULD RESULT IN DISQUALIFICATION.
5. All height information as written on the entry form must be as accurate as possible. We reserve the right to disqualify any player and/or team for the submission of false or wrong information.

Round-Robin Tie Procedures

1. Two Teams Tied For One Spot

- Head-to-head competition prevails.
- Example: If Team A and Team B have identical records after completing their regular schedules, and Team A defeated Team B in their meeting, then Team A wins the tiebreaker and the playoff spot.

2. Three Teams Tied For One Spot or Two Spots

- Head-to-head competition is the first tiebreaker.
- If head-to-head produces a three-way tie (meaning each team has finished 1-1 against one another), then the total points scored in all games prevails.
- This is based on the total points scored by a team in its' wins and losses, including forfeited games.
- Example: If Team A, Team B and Team C have identical records after completing their regular schedules, then the total points scored by each team during round robin play becomes the tiebreaker. In adding up each teams' point total, if Team A has 56 total points (16-13, 16-9, 16-12 and 8-16), Team B has 63 total points (16-3, 16-8, 16-10 and 15-17), and Team C has 61 total points (17-15, 16-2, 16-14 and 12-16), then Team B wins the playoff spot if one team advances. If two teams are advancing to the playoffs, then Team B would take the higher of the available playoff spots with Team C taking the other playoff spot.
- In the event that the total points for two teams is identical for a playoff

spot, then head-to-head competition prevails as described in Step 1.

- In the event that the total points scored for three teams is identical for one or two playoff spots, then the team that has the fewest points scored on them in all games prevails. For example, using the scores above, Team A allowed 50 points, Team B allowed 38 points and Team C allowed 47 points. Team B would assume the highest/only available playoff spot, followed by Team C and then Team A by virtue of allowing fewer points during round robin play. If two teams are still deadlocked, then head-to-head competition prevails as described in step 1.

- If three teams remain tied, then a free throw contest will ensue between the teams. Three members of each team (regardless of total number of team members on the roster) shoot two (2) free throws (maximum 6 per team) with the team making the highest number of made shots advancing.

3. Forfeited Games

- If a team does not show, the forfeited game will result in a 16-0 victory for the team that is present.