



## **Opportunity 34 3 on 3 Tournament RULES:**

### **Prior to the Game**

Each team must have three to five players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by Sports Enhancement Academy Staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team has played its first game of the event. A player is allowed to participate for only one team in each division for the duration of the tournament.

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 at least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one player, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

### **First Possession**

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

Each player must have a number on their shirt/uniform (numbers made with masking tape are acceptable).

### **Throw In/Starting Play**

The ball must be thrown (not dribbled) in from the check box at the rear of the court. First Violation: Warning from the referees or court monitor, Second Violation: change of possession

## **Game Play**

**Length of Games:** First team to score 25 points by 1's and 2's, or 25 minutes.

**Overtime:** If the score is tied at the end of 25 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.

**No Make It Take It:** the ball changes possession after each scored basket.

**Jump Balls:** All jump balls become the possession of the defensive team.

**Time Outs:** Each team is allowed two 45-second time-outs per game. The game clock does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.

**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 two-point arc. Failure to "take it back" is a violation.

Each Individual Violation: Change of Possession

**Throw In/Resuming Play:** The ball must be "checked" after every out of bounds or opposite team score. The ball must be thrown in (not dribbled) in from the check box at the rear of the court. No face guarding the box - stay behind the line.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

**Out of Bounds/Resuming Play:** The ball must be "checked" at the top of the key every out of bounds.

**Scoring:** Baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count as two points. Referees will call "two points". If there is any doubt by the referees as to whether the made basket is worth one or two points, the basket will count as one point.

**Free Throws:** Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (1 for 1 pointer, 2 for 2 pointer). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt is being made.

**Fouls:** Each player has 4 fouls before they are out of the game. Bonus will be rewarded when one team has 7 Team fouls. After 7 team fouls, the other team is rewarded 1 point per foul.

**Score Keeper:** Someone must be provided from one of the teams to keep score during game.