

ROCKETS 3on3 RULES OF THE GAME

ROCKETS 3on3

The following rules have been designed to ensure fair play and security for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to ROCKETS 3on3 Tournament Staff.

PRIOR TO THE GAME

Each team must have a minimum of three (3) players on its roster who have registered their team by the pre-determined entry deadline. Additions and/or changes to any roster must be approved by ROCKETS 3on3 Tournament Staff member and completed prior to the start of a team's first scheduled game. No substitutions are allowed after your first scheduled game. A player is allowed to participate on only one team in their division for the duration of the tournament.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. The team captain will represent his/her team as a spokesperson at all times.

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

All games are played on a half court.

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

GAME PLAY

Starting play/Resuming play/Throwing in:

The ball must be checked by an opposing player and then must be thrown (**not dribbled**) in from outside the two-point line.

First Violation: Warning from the referees or court supervisor

Second Violation: Change of possession

Length of Games:

First team to score 16 points (win by two), or 30 minutes, whichever comes first. If the game goes 30 minutes, the team with the most points wins. The only exception is the Championship Game in each division, which has no time limit. A game won by forfeit will result in a 16-0 victory for the team present at the court.

Sudden Death Overtime:

If the score is tied at the end of 30 minutes, the game goes to overtime. A coin flip determines which team has the initial possession.

The game winner is the first team to score a point in the overtime period.

No "Make It Take It":

The ball changes possession after each scored basket, except after free throws in the occurrence that the shooting team retains possession of the ball.

Stalling:

No stalling is allowed. The referee, court supervisor or ROCKETS 3on3 Tournament Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls, as determined by the officials, become the possession of the defensive team.

Time Outs:

Each team is allowed two 45-second time-outs per game. The 30-minute running clock does not stop unless the timeout is called during the final 2 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 two-point arc. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court supervisor

Each Individual Violation: Change of Possession

Fouls:

Any time a basket is MADE and a foul is called:

§ The basket counts

§ The referee and/or court representative records the foul

§ Defending team receives the ball

If a foul is called and a basket is NOT MADE:

RECORDED TEAM FOUL # RESULT (for team that was fouled)

- Team Fouls 1-6 All fouls are common fouls. Retain ball and check ball from behind the two-point arc.

- Team Fouls 7-11 One (1) free throw, unless fouled in the act of shooting behind the two-point arc, then two (2) free throws are awarded. Ball changes possession after free throw attempt(s).

- Team Fouls 12+ One (1) free throw, unless fouled in the act of shooting behind the two-point arc, then two (2) free throws are awarded. Regardless of make or missed free throw(s), the shooting team retains possession.

All intentional fouls will be called by the referee, court supervisor or NBA 3on3 Tournament Staff member only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball behind the two-point arc. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.