

Hood Games Official 3 on 3 & up 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 Hood Games staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the Hood Games Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the Hood Games Event Staff.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. THE TEAM CAPTAIN WILL REPRESENTS HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

All games must start with three players on each team,

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

Throw In/Starting or Resuming Play:

The ball must be thrown (not dribbled) in from the check box at half the court.

First Violation: Warning from the referee or court monitor

Second Violation: change of possession

After the Game:

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet the Master Scoreboard. THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.

Length of Games:

First team to score 20 points, or 20 minutes. Championship Games in each division: No Time Limit. The referee, court monitor or Hood Games Event Staff member may institute a time limit in the championship game prior to or during the game.

Overtime:

If the score is tied at the end of 20 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 2 points in the overtime period.

No Make It Take It:

The ball changes possession after each scored basket.

Stalling:

No stalling is allowed. The referee, court monitor or Hood Games Event 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 are decided by an alternating possession.

Time Outs:

Each team is allowed two 30-second time-outs per game. The game 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 two-point arc. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of Possession

No Parking Zone:

3 second rule applies in the paint.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession.

Scoring

All baskets are worth 1 point, except those made from behind the 3 point arc. Baskets made from behind 3 point arc are awarded 2 points

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 (see foul section). 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 three point arc while the free throw attempt is being made.

Fouls

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

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball.

Personal Fouls When There Is A Referee On The Court

The referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

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

Team Fouls 1 through 5 Check ball from check box. (see above)

Team Fouls 6+ (act of shooting) One free throw. If fouled with both feet behind the two-point arc, two free throws. (see above)

Team Fouls 6+ (not in act of shooting) One free throw.

Personal Fouls When There Is No Referee On The Court

If there is no referee on your court, only team fouls will be recorded. No personal fouls will be recorded. A foul may only be called by the player on the court who was fouled at the time of the foul. The court monitor or a representative from each team will record the fouls.

All intentional fouls will be called by the referee, court monitor or Hood Games Event Staff member only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. 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.

Flagrant fouls or continuous misconduct (disrespect to referee or court monitor) will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee, court monitor or Hood Games Event Staff only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

First Offense:

Player fouled will shoot one free throw and his/her team retains possession from check box.

Second Offense: Team forfeits game and is under probation for the duration of tournament play.

Basketball Goal Information**The ball is out of bounds if it:**

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.

The ball remains in play if the ball:

- Touches the pad in front of the basket.
- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

Tournament Administration

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed. **Hood Games Staff reserves the right to disqualify any team for infractions of the following policies.**

(Part of these rules are also enforced in your 4 on 4 and 5 on 5 tournament game play.)

Use of illegal players:

The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Hood Games Event Staff. Hood Games Event Staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.