

**NETwork Promotions
3-on-3 Basketball
Rules and Regulations**



Player Eligibility

1. Each team will consist of three, four, or five players on their roster. All games must start with three players. Games cannot be completed with less than two players.
2. **NO ROSTER CHANGES ARE ALLOWED AFTER THE 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 **NETwork Promotions** staff to approve any player changes/additions since the new or additional player(s) cannot alter the team's placement in the tournament which is based on its' original roster. **ALL PLAYERS MUST HAVE A PHOTO ID (AGES 16 AND OVER) OR SOME FORM OF ID TO VERIFY THEIR AGE.** **NETwork Promotions** 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.
3. Eligibility problems will be enforced from point of discovery. A team captain from the respective division must present the infraction prior to the first playoff game. No replay of games or adjustments will be allowed for previous contests and standings involving the team in question.
4. Players may appear on only one team roster for each tournament. A team captain from the respective division must present the infraction prior to the first playoff game. Any player appearing on more than one team roster will be automatically disqualified from participation in that tournament.
5. Teams will be grouped in divisions with other teams of similar average age, height, and playing ability. **NETwork Promotions** reserves the right to move teams based on the number of teams in each bracket.

Pre-Game and Scheduling

1. Both teams will warm-up at the same time prior to the start of the game.
2. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
3. Teams must be at their court at the scheduled game time, even if games are running behind for any reason (inclement weather, etc.). The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. **A TEN MINUTE FORFEIT WILL BE STRICTLY ENFORCED.**

4. **NO DUNKING** is allowed in either warm-ups or games. Any participant registered to play in the **NETwork Promotions** tournament observed dunking on any basket at any time may be dismissed from the tournament. Entry fee will not be refunded. (Court #1 exception will be considered on an event-to-event basis by promoter.)

Game Regulations

1. Each player must sign the scoresheet waiver form prior to the first game of the tournament.
2. Substitution is unlimited, but permitted only when the ball is not in play.
3. A coin flip prior to the start of the game will determine which team has the initial possession.
4. The ball will change possession after all made baskets, no “make it, take it.”
5. 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 from that possession. (“Taking back” means **BOTH** feet behind the 20’ two point line). A violation occurs only when a shot is attempted prior to taking the ball behind the 20’ arc. If a shot is attempted prior to taking the ball back and the player is fouled, the foul does not count and the ball changes possession.
6. The ball must be checked by an opposing player before it is put into play. The ball must be passed to a teammate to begin play.
7. If a **No Parking Zone** is used, it will be the box in front of the basket. An offensive player **cannot** remain stationary with both feet in this box **and** receive the ball when guarded by any opposing player. A foot on the line of the no parking zone counts as a foot in the zone. First violation is a warning from the court official. Each additional violation results in a change of possession.
8. After all fouls or balls out-of-bounds, the ball will be taken out at midcourt. Free throw(s) will be awarded on all shooting fouls and on the 7th team foul.
9. Scoring:
 - (a) A field goal inside the arc is worth 1 point.
 - (b) A successful field goal behind the arc (approximately 20’) is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
 - (c) Free throw(s) are worth 1 point.
10. Jump or held balls go to the defense.

Time Regulations

1. Game winner is the first team to score 21 points or the team with the most points at the end of 30 minutes. If the teams are tied at the end of 30 minutes, the first team to score 2 points in overtime is declared the winner. A coin flip determines which team has the initial possession.
2. Playoff games follow the same procedure as above.

3. Stalling goes against the fun principles of **NETwork Promotions**. An “unwritten 30 second clock” is in effect at all times, and may be enforced by the court official at their sole discretion. Failure to attempt a shot (and “draw iron”) in 30 seconds, after being advised by the official, will result in the 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 30 minute running clock does not stop during time-outs. No time-outs are permitted in the last three minutes of play and in overtime situations.

Court Regulations

1. The top, sides, and bottom of the backboard are considered in play, however, the back of the backboard and the support structure of the basket are not in play.
2. Each court will be approximately 35’ in length and 50’ in width with a 15’ free throw line and 20’ two point arc.

Fouls

1. All courts will have approved officials or charity assigned officials to officiate the contests. All calls by the court official are final. Excessive arguing with the officials will result in ejection from the tournament.
2. The team captain is the sole representative for his/her team. The captain has the right to ask the official to explain any rules. If there is a dispute, which needs to be resolved, the court official’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 clock continues to run, except for the last three minutes of the game.
3. Fouls and free throw(s):
 - (1) Shooting (“in the act”) fouls:
 - (a) one free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot behind the 2 point arc
 - (b) when the basket is made, whether the free throw is made or missed, possession goes to the defensive team
 - (c) when the basket is missed, if the free throw is made, possession goes to the defensive team
 - (d) when the basket is missed, if the free throw is missed, the offensive team retains the possession
 - (2) Non-shooting fouls (7th team foul):

- (a) if the free throw is made, possession goes to the defensive team
 - (b) if the free throw is missed, the offensive team retains possession
4. All free throws are dead balls.
 5. Technical fouls will not be tolerated. The opposing team automatically receives 1 point and the ball. If a player receives two technicals in one day, he/she is suspended from the entire tournament and must immediately remove himself/herself from the premises. Unnecessary vulgarity or abusive conduct is not acceptable. If this rule is not adhered to it could jeopardize the team's right to continue without penalty as well as the team's suspension from the current and future tournaments.

Play-Offs

1. The number of teams that qualify for the play-offs will be determined by the number of teams that are in each division. The following criteria will be used:

Teams In Division	Teams That Make Play-Offs
1-7	2
8-12	4
13-18	6
19-24	8
25+	TBD

2. Tie-breakers are decided by the following criteria:
 - (a) Head to head competition applies only when two teams have identical records.
 - (b) Total point differential based upon all regular scheduled games
 - (c) If a game is determined necessary it will be 15 minutes or 11 points.
3. Forfeited games are recorded as follows:
 - (a) No Show 7-0
 - (b) During Game – Best differential or score at the time will be assigned.

Weather Policy

Adverse weather conditions may result in the following:

- (a) Delay of games and/or moving games to another court.
- (b) Reduce the length of games.
- (c) Reschedule the tournament for another day.
- (d) Canceling the tournament. In the unlikely event of cancellation of the tournament due to adverse weather conditions, each team will receive their player t-shirts and team registration packet. Under no circumstances will your team receive a full cash refund of the entry fee. This decision will be made by charity or tournament sponsor.