

Granite Country Classic

3 on 3 Tournament Rules and Regulations

Pregame and Scheduling:

1. Follow the bracket board at all times.
2. All teams must have at least 3 but no more than 4 players registered. All games must be started with 3 players and games can be completed with any number of players. (3,2,1)
3. Players listed on the roster are the only players eligible to compete on the team.
4. One captain is expected to represent his/her team in case of disagreement or appeal.
5. The format of the tournament will be determined once all teams have entered. The format may vary by division, depending on the number of teams within a division. The tournament directors reserve the right to change the format as needed.
6. A referee and scorekeeper will be assigned to each court. Arguing with referee's calls will result in a technical foul awarding the opposing team two points and possession for the first offense. The second technical will result in the disqualification of the entire team.
7. Players and/or teams may be removed from the game at the discretion of the court supervisor and/or referee for abusive behavior, flagrant fouls or rough play. Unruly parents and/or fans may also be removed from the gymnasium.
8. Teams must be at their court at the scheduled time. Amount of warm-up time will be determined by the court monitor. A three-minute forfeit time will be strictly enforced.

Time-outs and Substitutions:

1. Each team is allowed two 30 second timeouts that will not stop the clock.
2. No timeouts can be taken in the last minute. (Prevent game outcomes based on timeouts)
3. Unlimited substitution, but only after a made basket or a dead ball situation.

Game Play

1. A coin flip at the start of the game will determine first possession. Team on top of bracket will call the coin flip.
2. Length of games will be first team to score 21 points (win by two) or 25 minutes. The main scoreboard clock will be run for all games. 3rd grade boys and girls will play to 15 points (win by two) or 25 minutes.
3. If the score is tied after the 25 minutes have elapsed, then the game will be completed with a sudden death free throw shootout. If first player makes basket, opposing team must make free throw to continue shootout. If first player misses basket and opposing team makes basket, game over. Continue until either scenario occurs. Each team must alternate shooters until all players on team have shot at least once. Continue in same order if shootout continues.
4. Jump balls go to the defense.

5. The 3-point line represents the "take-back" line as well as the "two-point" line. Successful shots taken from inside the line will be worth 1 point, while baskets made from outside the line are worth 2 points.
6. After a score or dead ball, the ball must be checked by an opposing player before it is put into play. This is a dead ball until pass is made. The player must pass the ball in while standing behind the "take-back" line at the top of the key. Defense must be inside the circle when checking ball. NOTE: 3rd grade boys/girls can start possession with a dribble.
7. Change of possession means a made basket, steal, made or missed free throw, and any defensive rebound (air-ball, hits rim, backboard, or net). The ball must be taken back to beyond the "take-back" line after a change in possession. **This is a free take-back.** Referees will assist younger divisions with this rule.
8. Failure to take the ball back to the "take back" line will result in a checked ball.

Fouls and Free Throws:

1. All fouls and violations will be played behind the "take-back" line at the top of the key.
2. When fouled in the act of shooting, free throws are awarded to the fouled shooter when the basket was not made (1 for 1 pointer, 2 for 2 pointers). All free throws are dead balls. The free-throw shooter has 10 seconds after ball has been placed at his/her disposal. Regardless of whether the free throw(s) are made, the opposing team has possession of the ball. All other players will remain behind the "take back" line while free throw attempt is made.
3. Any time a basket is MADE and a foul is called: (a) basket counts, (b) one free throw shot is awarded, (c) defensive team then receives ball.
4. Intentional fouls will result in one point for opposing team AND loss of possession.

Miscellaneous:

1. 3rd grade boys and girls will play on 9 foot baskets and be allowed to step over free throw line after the shot.
2. No stalling is allowed. The referee may institute a 30 second shot clock at any time. After a team has been warned, failure to attempt a shot within 30 seconds will result in loss of possession.
3. The gym supervisor, referee, and tournament supervisors will collaborate to make a ruling on any issues that are not covered within these rules.
4. A player(s) involved in fighting or continued misconduct will be disqualified from the tournament.
5. Trophies/medals (3rd – 5th) or T-shirts (6th – 8th) will be distributed immediately after final game for Champions, 2nd Place, and 3rd Place at the trophy table.
6. While every reasonable effort will be made to ensure the safety and integrity of the facilities provided, the ROCORI School District, ROCORI Booster Club, and Sponsors, assume no responsibility for liability of stolen articles, or personal injuries sustained by participants.