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### *3 on 3 tournament rules*

1. Basketball Size - An intermediate size ball will be used games.
  2. Basket Height for All baskets will be the standard height
  3. Length of Game- Games are played to a score of 20. If neither team has reached a score of 20 points, the court official shall stop the game after 10 minutes of play. The 10 minute clock is stopped during team time-outs and if the court official stops play for a player injury or other unusual circumstances.
  4. Time Outs - Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.
  5. Checked Ball - The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the “take-back” line (3 point line). The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.
  6. Change of Possession The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no “make it, take it” rule.
  7. Taking It Back - The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the “take-back” line (3 point line), not the sidelines or 2 point arc
  8. Ball Out-of-Bounds - A ball out-of-bounds will be taken out from the back-court line.
  9. Fouls- All called fouls, whether shooting or non-shooting, shall result in one free throw shot, except on a successful field goal, in which case the basket counts and no free throw shot is awarded. However, if a player is beyond the two-point arc and is in the act of shooting when fouled, two free throw shots will be awarded, except on a successful field goal, in which case the basket counts and no free throws are awarded. A change of possession will result regardless of whether the free throw shot(s) is (are) made or missed. During a free throw, opposing team players may not intentionally disrupt the shooter’s unhindered throw. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.
  9. Stalling - Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.
- Designated tournament officials shall have the power to make decisions on any points not specifically covered in these Rules and shall also have the complete authorization to interpret the intent and purpose of these Rules. Hoops & Sports 4 All LLC Staff and officials also reserve the right to disqualify any player and/or team for infractions of tournament policies. Participant Waiver Forms: All participants must have a signed waiver on file prior to playing in any game.

*Let's help our future leaders evolve into a healthier and stronger generation,  
let's teach them a healthier and more constructive path*