

BASKET BREAKERS 3 ON 3 TOURNAMENT RULES AND REGULATIONS

1. There is no dunking in warm-ups or games.
2. First possession will be determined by a coin toss.
3. Possession changes after a made basket.
4. Dual possession goes to the defense; there is no possession arrow.
5. Intentional/Flagrant fouls can be called by the court monitor and will result in the fouled team being awarded one point and possession of the ball.
6. In the 3rd-8th grade brackets, the winner will be the first team to reach a score of 15 with a two point advantage OR the first team to reach a score of 17.
7. In the HS and older brackets, the winner will be the first team to reach a score of 20 with a two-point advantage or the first team to reach a score of 24.
8. There is a 25 min. time limit per game. The court monitor will notify both teams when there are two minutes remaining in the game. Upon reaching the time limit, the team leading by one or more points will be the winner. If a tie exists, the first team to score two additional points will be declared the winner
9. Have your entire team present ½ hr. prior to game time. The tournament reserves the right to adjust game times based on court availability.
10. All 3rd-4th-grade games will be played on 9 ft. rims.
11. All boys' divisions 5th grade and up will use regulation size basketballs, all others will use smaller (women's) size basketballs.
12. The Mid court line is out of bounds.
13. The ball must be "checked" after all dead balls, and made baskets. Once the ball is checked, the offensive player must pass the ball inbounds. His or her defender may not cross the take back line until the ball is passed in.
14. Teams are expected to call their own fouls, immediately, before seeing the outcome of the play. For 3rd and 4th grade teams, it may be helpful to have an adult representative from each team call his/her team's fouls.
15. Court monitors and kids are to manage games, parents and spectators are there to cheer and encourage.
16. Each team must have at least 3 players present to begin a game. There may be no more than 4 players on the roster of any team.
17. If time allows, a five-minute warm-up period shared by both teams will precede each game. If both teams agree, the time may be shortened or eliminated, but not lengthened.
18. The court monitor will enforce a five-minute forfeit time.

19. Each team is allowed one one-minute time out. Substitutions must occur on dead balls without delay. Time out cannot be called in the last five minutes of the time limit.
20. Fouls are to be called by the players involved. The court monitor has the final say on all disputes. When asked for a decision, the court monitor may a. (grant the appeal b. (deny the appeal, or c. (replay the point.
21. One spokesperson from each team represents the team in an appeal or dispute. Attempts by more than one person at a time will result in a denial of the appeal.
22. Foul language, flagrant fouls and other unsportsmanlike conduct may result in immediate forfeiture and disqualification from the tournament at the sole discretion of the court monitor.
23. No alcoholic beverages are allowed.
24. We will be using a two-point line, which is also the take back line.
25. On all changes of possession, the ball and both of the player's feet must be brought outside the take back line. Failure to take the ball back will result in loss of possession and points scored on that possession.
26. The decision of the court monitor is final.
27. All situations not governed by these rules are to be handled by the court monitor.
28. If your division is a double elimination division, standard double elimination format will be followed.

Please check the Zeeland Christian School website at www.zcs.org for your team's first game start time.