



3 on 3 Rules

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the Battle on the Blacktop tournament director.

Pre-Game

No roster changes are allowed after play begins. A team may start play with 1, 2 or 3 players. Roster changes must be made prior to play on Saturday. All players must meet the age requirements for their division and participate under their own name. Violations of this requirement will mean disqualification from the tournament and forfeiture of all previously played games. Players may play on more than one team, but may only play on one team per division.

However, Battle on the Blacktop is not responsible for scheduling conflicts if players elect to play on more than one team in more than one division.

Warming up before the game will be allowed as time permits. Teams should be courtside 10 minutes prior to the start of the game. Games will begin promptly, as close to the start time as possible.

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

- **POSSESSION** will be determined by a coin toss. Possession alternates after each basket. Coin flip winner will provide score keeper.
- **FORFEITURE** any team not ready to play game time will be penalized 1 point for every minute they are not on the court up to 10 points. Forfeit time is 10 minutes after game time.
- **SCORING** 1 point/basket inside the arch, 2pts. for shots completely outside the arch.
- **WINNING TEAM** is the first team to 20 or the team that is ahead after 25 minutes.
- **OVERTIME** if teams are tied after 25 minutes a coin toss will determine possession for overtime. Winning team is the first team to score 2 points.

Team members must have a number clearly displayed on their body.

- **FOULS** each player is allowed 4 personal fouls. The player fouls out on the 4th foul. Each team is given 8 team fouls. On the 8th team foul one shot is awarded for non-shooting fouls and one shot for shooting fouls (2 shots if fouled behind the arch) and possession changes after the shot(s). If the shot is good on a shooting foul, the foul is recorded but there is no foul shot. The ball changes possession. Prior to the 8th team foul the possession of the ball goes to the team fouled and the ball is put in play from within the possession box. All non-foul shooting players must stand behind the 2 point arch.

Technical Fouls count as a personal and a team foul. Possession remains with the shooting team. The first technical foul is one shot and possession of the ball. Any technical foul after the first one is two shots and possession. Any player or coach receiving two technical fouls in one game will result in automatic ejection from the game and the tournament.

INTENTIONAL FOULS will be treated as a technical foul.

- **TIME OUTS** each team will receive three 45-second time outs/game. The clock will not stop during time outs. There will be NO time outs during the final 3 minutes of play.

- **GAME CLOCK** will only be stopped for a serious personal injury.

- **DUNKING** is allowed during the game.

- **SUBSTITUTIONS** are unlimited and allowed only during dead ball situations. Players need not check in to substitute.

- **CHANGE OF POSSESSION** during a dead ball will be made inside the possession box at the top of the court. The player in-bounding the ball must have both feet inside the box. A violation of the box boundary results in a change of possession. Players guarding the possession box must give the box a 3-foot cushion. Any change of possession occurring during play must be "cleared" past the 2-point arch.

- **JUMP BALL** becomes the possession of the defensive team.

- **POSTING UP** is not allowed by the offensive team within the designated post up box. An offensive player CANNOT remain stationary with either foot in this box AND receive the ball and take a shot. The receiving player may move out of the box to shoot. Any violation will result in a change of possession.

BALL CONTACT WITH ANY PART OF THE PADDING ON THE STANDARD IS TO BE RULED OUT OF BOUNDS