



## 3on3 Outdoor Basketball Rules

Welcome & Thank you for participating in the 7<sup>th</sup> Annual 3on3 Outdoor Basketball Tournament Hosted by the YMCA of Greater Erie Downtown Branch. This event is for participants ages 7 – adult. We want all individuals (players, officials, volunteers, spectators, etc.) to have a positive and fun experience. We ask that you present yourself in a way in which portrays the values of the YMCA (Honesty, Respect, Loyalty & Responsibility) and if you are unable to do so we reserve the right to ask you to leave the premises or have you removed.

### PLAYER INFORMATION & ELIGIBILITY:

1. Each team must have at least 3 players on their roster and be registered as a team by the predetermined entry deadline. (Any additions/changes must be cleared by the tournament director).
2. Players may only appear on one team roster within a bracket. Players appearing on more than one roster within a bracket will be disqualified from participation. Players MAY play in two different divisions – but we cannot guarantee that games will not be scheduled at the same time.
3. IDENTIFICATION for each player is REQUIRED at CHECK-IN to verify information provided at registration.
  - a. YOUTH – Report Cards – verifying grade just completed
  - b. ADULTS – Driver’s License, other valid photo ID
  - c. ID WRISTBANDS will be issued at that time and MUST be worn at all times throughout the tournament weekend. If your breaks or comes off – please see the check-in table to be issued a new wristband – you must have your ID for verification purposes.
  - d. Discoveries of falsified information regarding players eligibility discovered at any time throughout the weekend will result in elimination of the whole team from the tournament. Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests.

### GAME SPECIFICS:

1. Teams must be at their courts, ready to play, at the scheduled game times – EVEN IF GAMES ARE RUNNING BEHIND for any reason. It’s highly recommended to be at your court 15min prior to scheduled start time.
2. FINAL point of reference for scheduling procedures is the BRACKET TABLE, not information provided by the official. Players are responsible for obtaining accurate scheduling information.
3. Games may start and be completed with a minimum of 2 players.
4. Both teams will warm up at the same time prior to the start of the game.
5. Only those teams scheduled to play may occupy the court at the scheduled time.
6. Once the game is completed – the winning team is responsible to get the scoresheet to the bracket table for scores to be recorded.
7. POSSESSION: A COIN FLIP: will start the game. The Home Team will call the flip. In case of overtime – the team listed on the Guest team will call the flip.
  - a. Home Team – team on the left side or TOP of the bracket.
  - b. Guest Team – team on the right side or BOTTOM of the bracket.

8. **ALTERNATING POSSESSION:** Possession will change after each basket scored. (Exception: See Technical Fouls (#23). JUMP Balls will be called by the official and will alternate possession. (Possession will be kept by the score keepers).
9. **STRUCTURE** – The TOP, BOTTOM and SIDES of the backboard ARE IN PLAY; however all other parts of the hoop (hoop body, back of backboard, etc.) ARE NOT IN PLAY. The ball then alternates possession.
10. **CHECK BALL** – The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court.
  - a. All fouls and violations will be checked out-of-bounds at the top of the court.
11. **TAKE BACK LINE** – The ball must be “taken back” to the designated take back line (3pt arc) EVERY CHANGE OF POSSESSION. “Taking back” means BOTH FEET AND THE BALL are behind the take back line. Violation occurs ONLY if a basket is made by the team failing to properly take it back, and will result in loss of point scored AND possession of the ball will go to the other team. If the ball is NOT taken back and then advanced, any other violation, foul, offensive foul, intentional, flagrant or technical foul called by the referee WILL BE HONORED.
12. **5 SECOND RULE** – When taking the ball out of bounds, a player shall have 5 seconds to put the ball into play. The official is responsible for determining the violation which results in loss of possession of the ball.
13. **AIRBALLS** – a shot attempt that misses everything and is rebounded by the defense is considered a change of possession and MUST be taken back behind the take back line. An airball that is rebounded by the offense can be put back up.
14. **Field Goals (Baskets) Values:** Baskets are worth 1 point. A basket behind the 3pt line is worth 2 pts. (Player must have both feet completely behind the line when initiating the attempt).
15. **DUNKING** – is ONLY ALLOWED on the Top Men’s & Women’s courts. AND ONLY DURING GAMES – NOT DURING WARMUPS. Any participants observed dunking on ANY basket at any time may dismissed from the tournament. Entry fee will NOT be refunded.
16. **25 Minute RUNNING CLOCK:** All games will have a 25 minute running clock. The clock will ONLY stop during timeouts, and severe injury situations. If play is stopped by an official to attend to an obvious injury, then the injured player must sit out at least until the next dead ball situation. (Exception: only 3 players).
17. **WIN BY 2** – All games will be “WIN BY 2” up to the designated point totals for the specific brackets. Unless TIME EXPIRES – then the team in the lead – WINS! If tied- Overtime rules apply. (#10)
  - a. **GAME POINT TOTALS-**
    - i. **Grades 2-3 – PLAY to 12 win by 2; MAX of 15** (played on a 9ft’ hoop; 27.5 ball)
    - ii. **Grades 4-5 – PLAY to 12 win by 2; MAX of 15.** (10ft’ hoop; gender appropriate ball)
    - iii. **Grades 6-9 – PLAY to 15 win by 2; MAX of 18.** (10ft’ hoop; gender appropriate ball)
    - iv. **Grades 10-12 – PLAY to 18 win by 2; MAX of 21** (10ft’ hoop; gender appropriate ball)
    - v. **Adults Brackets – PLAY to 21 win by 2; MAX of 25** (10ft’ hoop; gender appropriate ball)
18. **OVERTIME:** If the game is tied after the expiration of time and no team has reached the designated point total Overtime rules will be enforced. The official will flip a coin to determine team with first possession. (Guest team to call). 1:00minute will be placed on the clock – team in the lead at the end of time – wins.
  - a. Same will apply for second OT or third as needed.

- b. Players DO NOT RECEIVE additional time outs in overtime – however if timeout was not used during the regular game time – they may use during OT.
19. **FORFEITS:** There will be a 5 minute grace period for games to begin. After 5 minutes has passed the 25 minute running game clock WILL START. If the team shows up within the initial 10 minutes than the game will still be played – however the clock DOES NOT STOP OR RESET – the remainder of the time on the watch will be the length of the game. If the team has not shown up Once 10 minutes has run off the clock the game will be forfeited.
20. **TIMEOUTS:** Each team has ONE (1) 30-second time out per game. If a team that has already used a time out – and calls another time out – they are to be issued a technical foul. (Technical fouls- see below #22).
21. **SUBSTITUTIONS:** Players may ONLY Substitute during dead ball situations.
22. **FREETHROWS – NO REBOUNDING OFF THE FREETHROW.** Lanes are to be empty. Players have 5 seconds to initiate any freethrow attempt, failure to do so results in a violation and loss of possession of the ball. All freethrows are considered dead balls.
- a. **SHOOTING FOULS** – whether a freethrow is made or missed – possession goes to defensive team.
- i. If a player is fouled in the act of shooting a basket inside the 3pt arc – they will be rewarded one freethrow.
- ii. If the player is fouled in the act of shooting with both feet established behind the 3pt arc – they will be rewarded two freethrows.
- b. **FREETHROW OPTION** - In ANY Freethrow situation (exception: technical fouls (#21.b), the designated shooter may choose to shoot from the freethrow option for 1 point, OR from behind the 2-pt line (3pt arc) for 2 points. (If the player was fouled on a 2point attempt and is issued two freethrows – the option is ONLY for ONE (1) 2point attempt if chosen). If a freethrow is chosen, the player shooting must have both feet completely behind the line when initiating and completing the attempt; if a 2pt attempt is chosen both feet must be completely behind the 3pt arc when initiating the attempt.
- c. **NON SHOOTING FOULS** - Team fouls will be tracked. On and after the 7<sup>th</sup> team foul – only ONE shot will be awarded and possession will go to the defensive team whether the freethrow is made or missed.
- d. **SHOOTING FOUL PRIOR TO TIME EXPIRING** – will result in the freethrow attempt; even if the freethrow is to be shot after time has expired.
23. **TECHNICAL FOULS – FLAGRANT & INTENTIONAL FOULS & PLAYER MISCONDUCT**
- a. **TECHNICAL FOULS** – The official will issue a Technical foul for ANY MISCONDUCT or flagrant or intentional fouls committed by a player(s). This may include:
- i. A contact foul intended to hurt any opponent, official, spectator, volunteer, etc.
- ii. Vulgar or verbally abusive behavior
- iii. Any other misconduct deemed inappropriate by the official (intentionally kicking the ball, inappropriate body language or gestures, etc.)
- iv. Technical fouls WILL BE counted as team fouls.
- b. **TECHNICAL FOULS** –two freethrows from behind the freethrow line for one point each will be awarded to the offended team. (Player MAY NOT attempt the 2pt shot).
- i. The team captain will designate the player to shoot.

- ii. The offended team will retain possession of the ball whether the freethrows are made or missed.
  - iii. Any player committing two technical fouls is automatically ejected from the remainder of the tournament. (No refunds will be issued).
24. **FIGHTING AND/OR THROWING A PUNCH**: WILL RESULT IN IMMEDIATE DISMISSAL of ALL PLAYER(s) involved from the tournament. (No refunds will be issued). A technical foul will then be issued to the players involved. Freethrows will be awarded as described in 21.b.
25. **ANY MISCONDUCT** – inappropriate behavior, language, gestures, or intentional and/or flagrant fouling by a team, player or spectator WILL result in immediate dismissal from the game or tournament at the discretion of the Tournament Directors, staff, volunteers or other tournament official. No refunds will be issued.
26. **NO ALCOHOLIC BEVERAGES** – are allowed on-site.
27. **BLOOD/BLEEDING** – Officials will instruct any player who is bleeding or has blood on their skin/shirt to leave game for appropriate treatment. The player may NOT return until the bleeding has stopped, the injury is covered with medical dressing and the player’s clothes are rid of any bloodstains. Re-Entry to the game will be at the discretion of the official, on a dead ball situation only.
28. **TEAM CAPTAIN** – is the spokesperson for the team. If Player 1 (Team Captain) is missing – then Player 2 becomes spokesperson.
29. **JEWELRY/HATS/BANDANAS** – are not allowed to be worn by players during tournament games. Players refusing to remove such items are not eligible to play.

**WEATHER POLICY** – Please check your emails, texts, our FB Event Page “Downtown YMCA 3on3 Outdoor Basketball Tournament”, and our website [www.ymcaerie.org/3on3](http://www.ymcaerie.org/3on3) for communication!

**IN THE EVENT OF ADVERSE WEATHER CONDITIONS & UNPLAYABLE SITUATIONS** it is VERY IMPORTANT to listen closely to the DJ – announcements will be made to the crowd. We will ask all participants to move inside the Millcreek Mall by the escalators between Primanti Brothers & Mad Mex and we will keep you posted as we check the weather to make the necessary adjustments, which may include:

1. **DELAY OF GAMES** for a period of time until the weather breaks and conditions improve. (May also require moving games from scheduled courts to overflow courts or others not in use.)
2. **Decrease in Game length to 15minutes and/or the number of points required to win a game.**
3. **Games may be played one right after the other** – In this case game times will be disregarded – players will be expected to stay close to their courts and check in with bracket table for game updates.
4. **Relocation of tournament.**

Please ENJOY YOURSELVES! We do ask that you let us know what you did and/or did not like about the tournament. We can only work on improving with your feedback. Comments can be emailed to Monica Olesnanik at [molesnanik@ymcaerie.org](mailto:molesnanik@ymcaerie.org) or to Sean Beers at [sbeers@ymcaerie.org](mailto:sbeers@ymcaerie.org).

#### OUR MISSION:

At the YMCA of Greater Erie, we put Christian principles into practice through programs that build a healthy spirit, mind and body for all.