

# Comet Athletic Club | 3 on 3 Basketball Tournament

## Official Rules

- All fouls and violations will be called by the official on the court. There is at least one official assigned per court. Tournament officials may assist.
- Once play resumes after a disagreement or appeal, the decision is considered final. No further appeals will be allowed on that incident.
- A coin flip by official before the start of the game will determine who gets the ball out of bounds first. The ball will go the opposite team at the beginning of the second half.
- An official may eject any player, team, coach, or fan for unsportsmanlike conduct.

## Brackets

- Team divisions are grades 2, 3, 4, 5, 6, 7, and 8. Divisions may be cancelled or combined if there are not enough teams for a single bracket.  
*No brackets were combined for the tournament.*  
Teams of mixed grades must play at the higher division.

## Time Limit and Scoring

- A field goal = 1 point
  - ⇒ No designated 3-point line due to court limitations
  - ⇒ Games consist of 2 - 8-minute halves with a running clock and a 2-minute halftime. The official time will be displayed on the score board.
  - ⇒ The team leading at the end of 16 minutes will be declared the winner OR if a team reaches 25 points and is ahead by 5 or more points.
    - ⇒ Games within 5 points (when one team reaches 25 points) are played to the conclusion of the 16 minutes.
  - ⇒ If the game is tied after 16 minutes of play a coin flip will be used to determine the winner due to tournament time constraints.
- Any discrepancies in the score, the official scorekeeper's score will be taken, there is one scorekeeper at each court.
- Coaches will initial score sheet at end of each game.

## Shooting Fouls

- When basket is made (count the basket), player shoots 1 free throw
  - Make or miss the FT – defense gets the ball
- When the basket is not made, player shoots 1 free throw
  - Make the FT – defense gets the ball
  - Miss the FT – offense keeps the ball

## Non-shooting Fouls

- Defensive foul, no points and offense keeps the ball
- Offensive foul, defense receives the ball

## Checked Balls

- The ball must be checked by an opposing player before it is put into play after a made basket or whistle including out of bounds, fouls, and dead ball possession changes.
- Checking the ball must be done with good passes and in good sportsmanship. This means players should not throw the ball at other players feet, hold the ball, etc.
- If a player or team is determined to not be checking the ball appropriately:
  - First instance will result in a warning to the player, team & coach
  - Second instance will result in a point for the opposing team
- After checking the ball, the player does not have to pass the ball before dribbling or shooting.

## Substitutions, Time-outs, Jump Balls

- Player substitution is permitted during any dead ball situation.
  - All free throws are dead balls.
- There will be no time-outs.
- Jump balls will be called by the official and will go to the defense.

## Miscellaneous

- The top, bottom and sides of the backboard are in play; however, the back of the backboard and supports are not.
- An out-of-bounds will be taken out at the top of the court.

## Determining Bracket Winners

- Win – Loss record (will look at first three games played of each team)
- Point Differential Formula – point total of wins minus point total of losses (will look at first three games played)
- Coin toss
- Winning teams in each bracket (teams placing 1-2-3) receive medals
- Medals for 1<sup>st</sup>-2<sup>nd</sup>-3<sup>rd</sup> places and will be given 30 minutes after the completion of the last game in the bracket (regardless of what the outcome of the last game means for medal placement)

## Other Notes

- Bring your own basketballs for warming up; game balls will be provided.
  - Game size balls – youth 27", women's 28.5", and men's 29.5" will be available to use, both teams should agree on size to be used
- There is no trainer or medical services on site.
- All game hoops will be at regulation height, 10 feet