

## **Midnight Sun 3on3 Rules and Regulations**

### **Rules of the Game**

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 3on3 Event Staff.

### **PRIOR TO THE GAME**

Each team must have three to four players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by directors and event staff members and completed prior to the start of any game. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the Midnight Sun Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the Midnight Sun Event Staff.

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.**

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with a least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

A coin flip prior to the start of the game will determine which team has the initial possession.

### **THROW IN/STARTING PLAY**

The ball must be thrown in (not dribbled) from the check line at the rear of the court.

- \* First Violation: Warning from the referee or court monitors
- \* Each Additional Violation: Change of possession

### **AFTER THE GAME**

The captain of the winning team should obtain the score sheet from the referee and deliver this score sheet the Master Scoreboard. **THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.**

### **GAME PLAY**

Length of Games: First team to score 20 points, or 30 minutes (includes the warm-up time).  
Championship Games in each division: No Time Limit. Please have your team ready to play immediately when the game before you is complete!

Overtime: If the score is tied at the end of 30 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.

No Make It Take It: The ball changes possession after each scored basket.

**Stalling:** No stalling is allowed. The referee, may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

**Jump Balls:** All jump balls become the possession of the defensive team.

**Time Outs:** Each team is allowed three 45-second time-outs per game. NO time-outs are permitted in the last three minutes of the game.

**Taking It Back:** When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind two-point arc. Failure to "take it back" is a violation.

- \* First Violation: Warning from the referee
- \* Each Individual Violation: Change of Possession

**Throw In/Resuming Play:** The ball must be thrown in (not dribbled) from the check line at the rear of the court.

- \* First Violation: Warning from referee
- \* Each Additional Violation: Change of possession

## **SCORING**

Baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Referees will call "two points". If there is any doubt by the referees as to whether the made basket is worth one or two points, the basket will count as one point.

## **FREE THROWS**

Free throws count as one point. All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check line. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt is being made.

## **FOULS**

Every foul results in a free throw for the person fouled.

Any time a basket is MADE and a foul is called:

- The basket counts.
- 1 free throw is awarded for chance at "and 1"
- Defending team receives the ball

All intentional fouls will be called by the referee and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check line. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

\* First Offense: Player fouled will shoot one free throw and his/her team retains possession from check line.

\* Second Offense: Team forfeits game and is under probation for the duration of tournament play.

- \* Third Offense: Team is dismissed for the tournament.

### **BASKETBALL GOAL INFORMATION**

The ball is out of bounds if it:

- \* Passes over the top edge of the backboard or touches the back side of the backboard
- \* Touches either of the arms attached to the back of the backboard or touches the pad in front of the basket

The ball remains in play if it:

- \* Touches the bottom edge of the backboard
- \* Touches one of the side edges of the backboard
- \* Touches the top edge of the backboard but does not pass over the top edge of the backboard

### **TOURNAMENT ADMINISTRATION**

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

*Midnight Sun 3on3 Basketball Staff reserves the right to disqualify any team for infractions of the following policies:*

Use of Illegal players. The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Midnight Sun 3on3 Event Staff. Midnight Sun 3on3 Event Staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.

False Information. Information provided to Midnight Sun 3on3 on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct. Good sportsmanship is expected. A Midnight Sun 3on3 Event Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.