



## Sportsmanship Policy

## 3on3 AAU Event Rules

### • Games Rules

#### **A. PRE-GAME**

1. Any game may start and end with any number of players (3, 2 or 1) but the games will start on time as scheduled.
2. Both teams will warm-up at the same time prior to the start of the game.
3. No dunking is allowed during warm-ups.
4. Game time is game time but it also forfeits time if a team is not available

#### **B. TIME LIMITS/SCORING/TIME OUTS**

1. Each game will be 10 minutes long.
  1. If a game clock is not available, running time length and 12 second possession clock is to be done by game official or game table, calling out the LAST SIX seconds.
2. Each ball possession is 12 seconds (shot clock)
  1. If a game clock is not available, 12 second possession clock is to be done by game official or game table, calling out the LAST SIX seconds.
3. Each game will be played up to a score 21 points.
4. One (20) second time out per team.
5. Initial possession by coin flip – winner decides to take ball or not in order to get it in possible overtime
6. A field goal is worth 1 point.
7. A successful basket from behind the arc is worth 2 points
8. First team to score 21 points and be 2 points ahead is the winner.
9. All games have a 10-minute time limit, and the clock will only be stopped during time-outs and injuries.
10. The team leading at the end of 10 minutes will be declared the winner.
11. If the 10-minute game time expires and the teams are tied, the referee will give possession to team that lost first coin flip.
12. First team to score two points in overtimes wins

#### **C. LIVE BALL/DEAD BALL/POSSESSION**

1. A coin flip before the game will determine the first possession.
2. The ball will change team possession after each made basket.
3. Jump balls will be called by the referee and possession will go to the defense.
4. The ball must be checked by the opposing team before each possession begins.
5. All possessions will begin at the top of the court outside the arc.
6. After each change of possession, the ball must be “taken back” behind the arc. “Taken Back” definition is both feet and the ball must go behind and contact the playing surface behind the arc.
7. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling)
8. A player has five (5) seconds to complete a free throw attempt.

9. Possession following a successful goal, defense gets possession underneath the hoop (charge circle) with ball dribbled OR passed to a player beyond the arc. Defensive team is not allowed to play for the ball inside the no-charge circle area underneath the basket. They can play defense on the other offensive players.
10. Possession following a dead ball is check ball exchange behind the arc or top of key
11. Possession following a defensive rebound or steal is ball dribbled or passed behind the arc.
12. Possession following a jump ball situation is defensive possession

## **D. FOULS AND FREE THROWS**

1. Foul Shots for each shooting foul unless behind 3pt arc is worth 1 foul shot
2. Foul Shots for each shooting foul beyond the 3pt arc is worth 2 foul shots
3. Non-Shooting Fouls are possession until 7th team foul
4. Penalty for team fouls 7, 8, 9 is two (2) free throws
5. Penalty for team fouls 10 and more is 2 free throw and ball possession
6. Penalty for shooting foul beyond the 3pt line after 7th foul is 4 foul shots
7. Penalty for shooting foul on 10th team foul beyond the 3pt arc is 4 foul shots and possession.
8. Penalty for unsportsmanlike foul is two free throws and ball possession and counts as 2 team fouls
9. Penalty for disqualification foul is two free throws and ball possession  
Shooting fouls: When the basket is made, count the basket and shoot one free throw. Whether the free throw is made the defensive team gets possession and passes out beyond the 3pt arc. When the basket is missed, the offensive team can rebound and continue back to the basket.
10. Technical fouls will result in one free throw and the shooting team will maintain possession. Each technical foul will be counted as a team foul.
  1. The referee will determine technical fouls.
  2. Two technical fouls on one player is an automatic ejection from the game.
  3. A technical foul for fighting is an automatic ejection from the tournament.
11. Players have unlimited number of personal fouls and cannot foul out

## **E. SUBSTITUTIONS**

1. In dead ball situations – prior to the check ball
2. A substitute may enter the game after the teammate steps off the court and establishes a physical contact (touch hands) with that person behind the end of the opposite basket.
3. Substitutions require no action from the referees or table officials

## **F. MISCELLANEOUS**

1. All women's divisions and will use a 28.5 size basketball
2. The team captain or coach, designated prior to the start of the game, will be the team spokesman and never a fan or parent.
3. Jewelry, hats, bandanas, and casts can not to be worn during games. Refusal to remove these items will result in the inability to participate in the game and/or the forfeiture of the game.
4. Proper identification will be required to prove age.

## **G. Pool Play Tie Breaker**

1. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
2. If more than two (2) teams tie, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.)
3. If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
4. The score of all forfeits shall be 15-0. (For Tie Breaker Examples please see Appendix i.)
5. If there is still a three-way tie, a three-way flip of the coin will determine team placement.