

## Laurel Leap Day 3-on-3 Tournament Rules

### **Initial Possession**

Initial possession will be decided by coin toss.

### **Game Duration**

Games will be a maximum of 15 minutes with a running clock or the first team to 15 points. If clock expires, then winner is whoever is in the lead at the time of expiration. If a game is tied when time has expired, teams will continue play until a team scores – first team to score wins. A coin toss will decide initial possession in overtime.

### **Scoring**

Baskets made are one (1) point if made from inside the 3-point arc and two (2) points if made from behind the 3-point arc. The ball changes possession after each scored basket. No make it take it.

### **Starting Possessions**

When the game is started and after any dead-ball situations, the ball needs to be checked in at the top of the 3-point line by the team on defense. The ball needs to be passed in by the team on offense, not dribbled in.

### **Substitutions**

Players can sub in on any dead-ball situations before the ball has been checked.

### **Stalling**

No stalling is allowed. The referee may institute a 30 second shot clock at any time. If a team has been warned and fails to shoot a shot within 30 seconds, then the team will lose possession.

### **Jump Ball**

All jump balls become the possession of the team on defense at the time.

### **Fouls**

Fouls will be called by the referee. A team is allowed no more than 6 fouls. After 6 fouls, the opposing team will go into bonus and will be given one free throw for non-shooting fouls.

### **Free Throws**

One free throw is awarded if fouled while shooting inside the arc. Two free throws are awarded if fouled while shooting outside the arc. One free throw is awarded if fouled while shooting and the shot is made. All free throws count as one (1) point. The clock continues to run during free throws.

Following a free throw that is made, the opposing team will check the ball in from the top of the arc. If a free throw is missed, then the ball is live.

### **Possession Following A Score**

Check the ball at the top, behind the 3-point arc.

### **Possession Following a Steal or a Defensive Rebound**

The ball needs to be passed or dribbled anywhere behind the 3-point arc.

### **Timeouts**

Each team is allowed one (1) 30-second timeout during a game. The clock will stop during a timeout. Timeouts are not allowed during the final 3 minutes of a game.

### **Basketballs**

Only balls provided by tournament staff are allowed.

### **Roster**

Teams must designate a captain during registration who will represent team. A team can have no more than 5 players on the roster. A team will be allowed to start a game with 2 players. If two players are not available at the start of the game, then the game is considered a forfeit and will be recorded as a loss.

### **Behavior**

If any of the following rules are broken, then the referee can cancel the game and record a loss for the offending team.

- No cursing or offensive language
- No fighting
- While dunking is allowed, no hanging from rim or pulling down on the rim.

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### ***Slam Dunk Competition***

Each competitor will have the opportunity to execute two (2) dunks. Three judges will give a score and the sum of the scores will be recorded. The highest score of the two dunks will be kept for the competitor.

The highest score will win the competition. If there is a tie, then a second round will be started. Only one (1) dunk will be allowed during the second round. Subsequent rounds will be started if needed until a winner is declared.

### ***3-Point Shootout***

Competitors will be allowed to shoot for 30 seconds, and the total number of shots made from behind the 3-point arc made will be recorded. Players can shoot from anywhere on the court, but it must be behind the 3-point arc. One player on the court at a time.

The competitor with the most made shots in 30 seconds will be the winner. A second round will be started if a tie exists.

### ***Best Uniform Competition***

The best uniforms will be selected by the crowd. Anyone will be allowed to write down the name of the team with the best uniform and drop the slip in the voting box. The votes will be tallied at the end of the tournament.