



## 2020 Allendale Christian School 3-on-3 Basketball Tournament Rules

1. Tournament brackets will be set up in a double elimination or round robin arrangement, depending on the number of entries for that division. Each team is guaranteed at least two games.
2. Teams will generally compete by grade level, though some grades may be combined into a bracket. Teams comprised of children in mixed grades will compete in the higher grade bracket.
3. Games will be played using regulation height baskets.
4. All games will be played with a 12- or 15-minute running clock, depending on number of teams in the tournament. The team that is ahead at the end of the period wins. If a foul resulting in a free throw was called prior to the end of the period, the player is allowed to shoot the free throw. In case of a tie at the end of regulation, the game will continue; the first team to score wins.
5. A coin flip will determine who will have the first possession. The alternate possession rule for jump balls will then take effect. The referee will settle any disagreements.
6. All dead balls will be checked in above the top of the key. The ball must be passed to begin play. All defensive players must stay inside the three point line at the time of the initial pass.
7. All baskets are worth one point, including those taken from behind the three point line.
8. The ball shall be taken back anywhere past the three point line on each change of possession. "Taken back" means at least one foot of the person in possession of the ball must be on the floor entirely past the three point line.
9. Fouls and turnovers will be called by the referee (not the parents or spectators).
10. A foul will be called when it occurs. If the offensive player is in the act of shooting and makes the basket, the basket counts and the ball goes to the defensive team. If the offensive player misses the shot, then a free throw is awarded to that player. If the free throw is made, then it counts as 1 point and the ball goes to the defensive team. If the free throw is missed, the offensive team retains possession as an out-of-bounds play from the top of the court.
11. A basket will not count if an offensive charge is called on the play.
12. Starting with the seventh foul against a team (as called by the referee and recorded by the scorekeeper), a free throw is awarded to the player who was fouled whether or not the foul occurred in the act of shooting. The same rules for missed/made free throws as those described for shooting fouls apply.
13. A substitution can be made during any dead ball. No substitutions are allowed during live play.
14. Each team is allowed one 30 second timeout per contest, but the clock doesn't stop. This time out is not allowed to be taken with less than 2 minutes on the clock. If a timeout is called between 2:30 and 2:00 on the clock, play will resume at 2:00.
15. Game time is either the scheduled time or as soon as practical after the previous game has finished if behind schedule.
16. Parental advisors are encouraged to assist and encourage children. Please help to remind parents to encourage the players and not to critique referees.
17. Tournament directors have the right to shorten games due to time constraints, if necessary.
18. Tournament director will declare the winner in each bracket.
19. Awards will only be presented to players who physically participate in the tournament.
20. Allendale Christian and Allendale Public Schools and tournament officials are not responsible for any injuries or loss of personal goods.
21. Possible consequences that can be issued by referees or official court monitors for excessively rough play or other inappropriate actions include warnings to team(s); taking out involved player(s) until the next dead ball; ejection of player(s); ending the game; and/or removing team(s) from the tournament.
22. No refunds will be given if a team is removed from the tournament for any reason.