

STARS & STRIPES 3 ON 3 TOURNEY (7.27.24)

Tournament Format, Guidelines, & Rules

Gameplay Rules: Rules will remain consistent with the NFHS (National Federation of State High School Associations) rules and regulations of play. Any variances from the NFHS rules and regulations of play will be listed below.

One Rim: Games will be played on a half-court/one rim.

Warm-Up: Before the start of the game, each team will have at least THREE minutes to warm-up.

First Ball: Coin flip by court official determines which team will receive “first ball” at the top of the key.

Length of Game: Each game will last a maximum of 22 minutes. The clock will run continuously during the 22-minute game. The 22-minute game clock will serve as the official clock for both rims/both games on a given court. *Please see following exception, as needed:*

- If a player is injured in the initial 20 minutes of the game AND game play is stopped for more than TWO minutes, BEFORE resuming play:
 - The COURT OFFICIAL will verbally communicate to both coaches the extended amount of game-time to be put on the clock at the end of “regulation play/22 minutes.”
 - The amount of “extended game time” to be added will be equal to “play stoppage time.”
 - If a team reaches the winning score for the respective division prior to the end of the 22-minute clock, the game will be over/winner declared.
- If a player is injured in the FINAL TWO MINUTES and play is stopped for any amount of time, the following action will be taken by the official:
 - Before resuming play, the official will communicate to both coaches the amount of “extended game time” to be put on the clock at the end of “regulation play/22 minutes.”
 - The amount of “extended game time” to be added will be EQUAL to the amount of time on the clock when the injury occurred.
 - If a team reaches the winning score for the respective division prior to the end of the 22-minute clock, the game will be over/winner declared.
- **Coaches and Court Officials: PLEASE HANDLE ANY INJURIES as quickly as possible and assist the injured player to the bench area as quickly as possible.**

Scoring: Standard basketball scoring (3-point baskets; 2-point baskets); special rules/scoring pertaining to fouls. (*See Fouls/Free Throws on pg. 2*)

Jump Ball: Alternating possession – normal rule.

Winning Team (varies by grade division):

- **Rising 3rd through Rising 5th Grade:** The first team to 40 points
- **Rising 6th-8th Grade:** The first team to 50 points
- **Rising 9th-12th Grade:** The first team to 60 points
- ******OR the first team leading at the end of 22 minutes is the winning team**
- No need to win by 2 points

Overtime (Rules vary if CHAMPIONSHIP GAME – Read Closely): If teams are tied at end of 22 minutes, each team will receive one possession to score, **with a defensive rebound ending that team's possession** (coin flip to determine which team gets first possession). **Once the defense has secured the defensive rebound, the ball is DEAD, and the new offensive team starts their possession at the top of the key.**

- If teams are tied at the end of the possession overtime, each team will choose ONE “designated shooter” to shoot a free throw. (**Home team shoots first** / Visiting team shoots second).
- If both shooters make and/or miss the free throw, the teams will choose another “designated shooter.” The process repeats itself until a winner is declared. (*Note: In overtime, a player from a team cannot shoot twice until all players on his/her respective team have been the “designated shooter.”*)

Overtime – Championship Game:

- 1st overtime: 3 Minute Overtime; NO timeouts (*coin flip determines first ball*)
- 2nd overtime (or more): 2 Minute Overtime; NO timeouts (*coin flip determines first ball*)

Dead Ball: On EVERY dead ball (e.g., after a score, out of bounds, jump ball, etc.), the ball must be taken out above the top of the key. The ball **MUST** be “checked in” by passing to the defense. After checking the ball, ball is “**LIVE**” at top of the key and can enter play via the dribble, pass, or shot. (*Note: After all scores, other than scores resulting from a technical foul, the ball will change possession; “NOT make-it-take-it”*)

Substitutions: Substitutions can take place during any dead ball

Change of Possession: On EVERY change of possession (e.g., defensive rebound, steal, etc.), the offense must “clear” the ball behind the 3-pt. line; “**Clear**” meaning **both feet AND the ball must clear the 3-pt. line.**

Timeouts: Each team has TWO timeouts (30 second timeout); **NO timeouts are allowed in the last 3 minutes** (*Note: Clock continues to run during all timeouts*)

WHY THIS RULE? Having this rule in place protects the integrity of the game by not allowing a team the opportunity to call timeout for the sole purpose of protecting the score and “burning time” as the clock continues to run during timeouts.

No Stalling / Shot Clock: The court official will keep an “**approx. 25 second shot clock**” and will give a warning/verbal announcement with 5 seconds remaining on the shot clock. **If the offense fails to hit the rim with a shot before the shot clock expires, this will result in a turnover.**

Fouls/Free Throws: In an effort to keep the game moving (*i.e., NOT wasting game time*), the following rules are in place relating to fouls:

- NO free throws will be awarded for NON-shooting fouls until the **7th team foul**
 - 7th Team Foul and Beyond: Non-shooting fouls will result in the offensive player (or defensive player) that was fouled shooting one free throw; *if the free throw is made, the offensive team will receive **TWO points**.*
- ALL SHOOTING fouls: If fouled in the act of shooting a 2-pt. basket, offensive player is awarded one free throw - *if the free throw is made, offensive team will receive **TWO points**;* If

fouled in the act of shooting a 3-pt. basket, offensive player is awarded one free throw – *if the free throw is made, the offensive team will receive **THREE points***.

- If a player makes a 2-pt. basket or 3-pt basket, and is fouled, the basket counts and the player is awarded one free throw (**worth 1 point**)
- Hard/flagrant fouls (not equal to “intentional fouls”) will NOT be tolerated for any reason. An obvious hard/flagrant foul, as ruled on by the court official, **will result in the immediate awarding of 2 points** to the other team and potentially the removal of the player who committed the foul. A game can end on a hard/flagrant foul with two points awarded, taking that team’s score equal to or above the winning score for that grade division.
- A technical foul will result in one free throw (**worth TWO points**); *hit or miss, the team will retain possession*. **IF a team receives a second technical foul, the team will forfeit the game.** The score of all forfeits shall be 10-0.
- For ALL free throws, NO players will be in the lane area; all players, currently in the game, must stand above the 3-pt. line at the top of the key.
- On ALL free throws, except a free throw resulting from a technical foul, the non-shooting team is awarded the next possession.

Tournament Structure

1. Team Size: Maximum of FIVE players per team; a registered team must consist of at least THREE players (*Note: A team can finish a game with less than 3 players due to injury, etc.*)
2. **Each team is guaranteed FOUR games.** If division size allows, teams will be placed in “Gold” or “Silver” divisions or brackets (after pool play).
3. Divisions (separate boys’ and girls’ divisions) – **Grades based on 2024-25 school year (RISING Grade):**
 - a. Boys: Rising 3rd, 4th, 5th, 6th, 7th, 8th, High School JV (9th/10th), High School Varsity (choice)
 - b. Girls: Rising 4th, 5th, 6th, 7th, 8th, High School JV (9th/10th), High School Varsity (choice)
 - c. **Teams must be registered for the division of their “highest grade” player; We expect 100% HONESTY and SPORTSMANSHIP; it is NO good for anyone to cheat/lie – if so, what are you teaching your athletes?**
 - d. Grade Divisions could be combined, if needed, based on # of teams registering within each division
 - e. Goal Height:
 - i. Rising 3rd Grade (9 ft)
 - ii. All other divisions: 10 ft.
 - iii. **NOTE:** If there is a need to combine grade divisions, goal will be set to “oldest” grade division’s goal height
 - f. Basketball size: All girls’ divisions, and 5th grade boys’ divisions and younger, will use a 28.5” basketball; 6th grade and older boys’ divisions will use a regulation size basketball **GAME ball provided by HOME TEAM; Please bring your own basketball(s) for warm-ups too!**

4. **HOME team will be listed first on schedule (pool play); in bracket play, home team will be the top team on the bracket. HOME TEAM WILL PROVIDE SCOREKEEPER (keeps score and team fouls).**

Late Arrivals: **Game time is start time unless a team was forced to play back-to-back and their court was behind schedule.** Any team not ready to play at the scheduled game time will forfeit the game.

Court Officials: Each court will have a “court official” (referee) and a scorekeeper (person keeps score and team fouls). **Home team will provide scorekeeper.** HOME team will be listed first on schedule (pool play); in bracket play, home team will be the top team on the bracket.

Rosters: A team must consist of at least three players and have no more than five players. **A player can play on two teams ONLY if his/her teams are in different divisions.** (*Note: Grade Divisions could be combined, if needed, based on # of teams registering within each division*)

Schedules: Once the tournament schedule and bracket has been published for the tournament, it will remain finalized for the duration of the tournament. System/staff error will be the only exception.

Sportsmanship: Arguing, profanity, and obscene gestures will not be tolerated. The court official, can and will, assess technical fouls as necessary. A technical foul will result in one free throw (**worth TWO points**); hit or miss, the team will retain possession. IF a team receives a second technical foul, the team will forfeit the game. The score of all forfeits shall be 10-0.

Pool Play Tie Breaker

1. In any situation where two teams are tied, head-to-head competition between the teams will determine the winner.
2. If more than two teams tie, a point differential tiebreaker will be applied. (*The maximum point differential awarded for a game is 15 points.*)
3. If two teams are still tied after the application of the point differentials, points allowed will be used to break the tie.
4. If two teams remain tied after all previous tie breakers, points scored will be used to break the tie.
5. Any ties after this will be decided by a coin toss.
6. The score of all forfeits shall be 10-0.

(*Note: Bracket play may include a “GOLD” and “Silver” bracket*)

Divisional Tie Breaker (9 teams or more)

1. The first tie breaker is pool place.
2. The 2nd tie breaker is pool play record.
1. 3rd tie breaker will be point differential.
2. 4th tie breaker is points allowed.
3. If still tied, points scored is used.
4. Any ties after this will be decided by a coin toss.
5. The score of all forfeits shall be 10-0.

Awards: Awards will be given to each player on teams that win their grade division. (**Note: IF “Gold” and “Silver” brackets exist within an age division, awards will be given to winners of the “Gold” bracket and “Silver” bracket.**)

Admission Price: All children/students FREE; Adults - \$9 (**Two wristbands/free entry per team)

Location: All games will take place at the TOA Sports Performance Center (215 Gothic Court, Franklin)

