



# 3 v 3 Tournament Rules

## GENERAL RULES:

- Each team must have a minimum of 3 players
- Three players must start each game. Teams may have only two substitute players.
- Each game will have 1 Official and time/score keepers.
- Both teams shall warm-up simultaneously prior to the game
- Players are not excluded based on the number of personal fouls subject

## GAME RULES:

1. Each Game will be 15 minutes.
2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in an overtime).
3. Tie Game: Official will flip a coin to determine who will take the ball out at the top of the key. Overtime will be in sudden death format. The first basket in, wins.
4. Each successful basket inside the 3-point line counts as one (1) point and any basket scored outside the 3-point line is worth (2) points.
5. Fouls during the act of shooting inside the arc shall be awarded 1 point, whilst fouls during the act of shooting behind the arc shall be awarded 2 points.
6. Jump balls will be put into play behind the three-point line with possession given alternately to each team.
7. Checking the Ball: After every made basket or out of bounds infraction the offensive team must "Check" the ball in before starting the play by passing the ball to the defensive team member. This is done to ensure that the defensive team is ready before play resumes
8. Technical Foul: A player will be eliminated from the game after two technical fouls are committed, and eliminated from the tournament and ejected from the premises if a third technical foul is committed. Technical fouls may be called for, but not limited to bad language, unsportsmanlike conduct, fighting, etc.



## POSSESSION:

- Following each change of possession, the ball must be taken back to a place on the court behind the arc.
- Offensive Fouls: All offensive fouls will result in a change of possession.
- Travelling: All travelling violations (Travelling, carrying, double dribbling etc.), will be called by the referee and will result in a change of possession.
- Defensive Fouls: All defensive fouls will result in possession retention
- After a basket, the scoring team keep possession (make it take it).

## TIE BREAKER:

1. If the score is tied at the end of playing time, an extra period of 1 minute will be played. There shall be a break of 2 minutes before the overtime starts. The first team to score 1 point in the overtime wins the game.

## PLAYING ON TWO [2] TEAMS:

1. Players may play for one team/one organization only. **Exception:** Players can play for two teams in the same organization only if the teams are in different divisions and the player qualifies by age/grade to play in both.
2. Players from the same org **CANNOT** play on two teams in the same grade/age division. Ex: 1 player cannot play in the 8 Gold and 8 Silver.

## CONDUCT/EJECTIONS:

- The Head Coach is responsible for the conduct of his/her spectators and athletes. IF there is an ejection, the Head Coach will be asked to remove the ejected person(s) from the facility. The Head Coach will be responsible for any damages incurred to the facilities or property used by the athletes.
- If a Team Coach, Assistant Coach, Athlete, or spectator/parent is ejected from a game, he/she may be suspended for ONE FULL GAME (the following game) and will not be allowed on the property. It is also the responsibility of the Coach, Assistant Coach, or Team/Parent Representative to insure the ejected adult or athlete does not enter the tournament facility. The Tournament staff reserves the right to remove any coach, player, or fan from the facility for inappropriate behavior. Teams may also be removed from the tournament with no refunds.

## SCORESHEETS:

- Scoresheets must be checked for complete information (including numbers) by parent representatives or coaches before the start of each game.

## OFFICIAL BALLS:

- Boys' divisions 6th Grade and above will play with a 29.5" basketball.
- Boys' divisions 5th Grade and lower will play with a 28.5" basketball.
- All girls' divisions will play with a 28.5" basketball.



## PROTESTS:

- All protests must be made **BEFORE** start of the game (to the official and scorekeeper) and noted on the score sheet.
- Protests regarding officials or scorekeepers **WILL NOT** be allowed. Officials' decisions will be final.
- Any questions pertaining to the eligibility of a player or team shall be directed to the Tournament Director **BEFORE** the start of the game. If requested, Certificates or Report Cards must be shown. **THE COACH OF THE TEAM must pay** \$100 non-refundable fee and submit the protest in person.



## PLAYER QUALIFICATION:

- **Grade Based Eligibility:**
  - All Ankle Breaker events will be organized by grade divisions.
    - A player is eligible to participate in the Grade Division for his/her grade for the school year.
    - A player is eligible to participate in the Grade Division lower than his / her grade for the school year if they meet the **Higher-Grade Exception** rule.
    - A player is **NOT** eligible to participate in the Grade Division for his / her grade for the school year if they **DO NOT** meet the **Older-Age Cutoff** rule.
  - A team must participate in the division which corresponds with the highest grade **or** age of any player on the team.
- **Age Exception:**
  - **Higher-Grade Exception:** A player is eligible to play down to a lower grade provided they meet the age requirements listed in the chart below.
  - **Older-Age Cutoff:** Even if grade eligible, no player may play in a division where the player is more than one year older for the corresponding age for the grade division. See chart below for Age cutoff per division.

Age as of August 31 <sup>st</sup> , of the end of the academic year. (i.e. for Academic year 2022/2023. An athlete cut off age will be August 31 <sup>st</sup> , 2023)		Eligible to Play Grade
Higher-Grade Exception	Older-Age Cutoff	
9	10	3 <sup>rd</sup>
10	11	4 <sup>th</sup>
11	12	5 <sup>th</sup>
12	13	6 <sup>th</sup>
13	14	7 <sup>th</sup>
14	15	8 <sup>th</sup>
15	16	9 <sup>th</sup>
16	17	10 <sup>th</sup>
17	18	11 <sup>th</sup>
18	19	12 <sup>th</sup>