

Comet Athletic Club | 3 on 3 Basketball Tournament

Games can start early depending on completion of earlier games.

Official Rules

1. All fouls and violations will be called by the official.
2. One (1) official assigned per court. Tournament officials may assist.
3. Once play resumes after a disagreement or appeal, the decision is considered final. No further appeals will be allowed on that incident.

Divisions

1. Team divisions are: grades 3, 4, 5, 6, 7, 8, Junior Varsity and Varsity. Grades may be combined if there are not enough teams for a single bracket. Grades will move up if brackets are combined. Teams of mixed grades must play at the higher division.

Time Limit/Scoring

1. A field goal is worth 1 point.
2. A successful goal from behind a designated 3-point line is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. **All games will consist of 2/10 minute halves.** The official time will be displayed on the score board. There will be a 2-minute break for half time.
4. The team leading at the end of 20 minutes will be declared the winner or if a team reaches 25 points and is ahead by 5 or more points. Games that are within 5 points at this point are played to the conclusion of the 20 minutes.
5. If a game is tied after 20 minutes of play and no team had reached the required number of points to win the game, the official will flip a coin to determine team possession. The first team to score will win the game.
6. Any discrepancies in the score, the official scorekeeper's score will be taken.

Fouls and Free Throws

1. Shooting fouls will be handled in the following manner:
 - a. All free throws count for one point.
Note: One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.
 - b. When the basket is made: count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - c. When the basket is missed: if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

2. **Non-shooting fouls**—on and after the 7th team foul—will be handled in the following manner:
 - a. If the free throw is made, possession goes to the defensive team.
 - b. If the free throw is missed, the offensive team retains possession.
3. All free throws are **dead balls**.
4. 3rd/4th and 5th grade divisions will shoot free throws from the 12' mark.

Free Throw Option

In any free throw situation (including intentional fouls), the designated shooter may at her option choose to shoot from the free throw line for one (1) point, or behind the 3-point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2-point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (exception: intentional fouls). The 3rd/4th & 5th grade divisions will not have this option.

Substitutions, Time-outs, Jump Balls

1. Player substitution is permitted during any dead ball situation.
2. There will be no time-outs.
3. There will be a 2-minute break at half time of each game.
4. Jump balls will be called by the official and will go to the defense.

Miscellaneous

1. The top, bottom and sides of the backboard are in play; however, the back of the backboard and supports are not.
2. An out-of-bounds will be taken out at the top of the court.
3. The ball must be "checked" on out of bounds, fouls, and dead ball possession changes, which means both feet must be behind the 3-point line.
 - a. The individual receiving the "checked" ball must pass to a teammate.
 - b. The individual receiving the "checked" ball cannot dribble or shoot.
4. The ball must be checked by an opposing player before it is put into play after a whistle or made basket.
5. Ball should be passed once checked.

Determining Winners

1. Win – Loss record
2. Point Differential – Formula - point total of wins minus point total of all losses (will look at first three games played)
3. Coin toss