

# MIDWAY-MINTO MUSTANGS 3 ON 3 TOURNAMENT RULES

## OFFICIAL RULES

1. The official will call all fouls and violations.
2. One official assigned per court.
3. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.
4. A coin flip by the official before the start of the game will determine who gets the ball out of bounds (top of the key) first. The ball will go to the opposite team at the beginning of the second half.
5. The official may eject any player or team for flagrant unsportsmanlike conduct.

## TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. All games will have a 24-minute time limit. This will consist of 2, 12-minute halves, with a continuous running clock. The official time will be displayed on the scoreboard. There will be a 2-minute break at half time.
3. The team reaching 30 points or leading at the end of 24 minutes will be declared the winner and the game will be over.
4. If the game is tied after 24 minutes of play and no team has reached the required number of points to win the game, the official will flip a coin to determine team possession for a 2 minute sudden death. The first team to score will win the game. If it still remains a tie after 2 minutes, a coin toss will determine the winner.

## FOULS AND FREE THROWS

1. SHOOTING FOULS will be handled in the following manner:
  - A. When the **basket is made**: count the basket and whether the ensuing free throw is made or missed, possession goes to the **defensive team**.
  - B. 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.
  - C. All free throws are dead balls.
2. NON-SHOOTING FOULS: on and after the **7<sup>th</sup> team foul per game**, non-shooting fouls 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. **FREE THROW OPTION: In any free throw situation (including intentional fouls), the designated shooter may at his or her option choose to shoot from the free-throw line for one (1) point, OR from behind the 3-point line (green/blue line in the Main Gym or the 3 point line in the Steel Gym) for 2**

points. **IN EITHER CASE, THE PLAYER SHOOTING MUST HAVE BOTH FEET COMPLETELY BEHIND THE LINE WHEN INITIATING AND COMPLETING THE ATTEMPT.** If a two-point free throw is attempted, but the shooter crosses the line, only 1 point will be awarded if the shot is made. 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.)

### **SUBSTITUTIONS, TIME-OUTS, JUMP BALLS**

1. Player substitution is permitted during any dead ball situation.
2. **THERE WILL BE NO TIME-OUTS.** There will be a 2-minute break at half time of each game.
3. Jump balls will be called by the official and will go to the defense.

### **MISCELLANEOUS**

1. Defense is man to man. No zone defense.
2. The top, bottom and sides of the backboard are in play; however, the back of the backboard and supports are not.
3. The ball must be “taken back” on every change of possession, which means **both feet** must be back of the 3-point line (green/blue line in Main Gym or 3 point line in the Steel Gym)
4. An out-of-bounds will be taken out at the top of the key.
5. An opposing player must check the ball before it is put into play after a whistle or made basket. You are **NOT** required to pass the ball before shooting, OR dribbling, after checking the ball.
6. In the event of a game ending foul, the free throw shot will be allowed.
7. Basket height will be at ten feet for all divisions.
8. A 28.5-ounce ball will be used for all divisions
9. **PLEASE DO NOT BRING ANY BALLS. WARM-UP BALLS WILL BE PROVIDED PRIOR TO THE START OF EACH GAME, IF TIME ALLOWS.**

\*\* Games can start early depending on completion of prior games.