



**Game Rules:** *"3vs3 Battleground Basketball Tourney"*

20 Minute games. Clock stops on timeout(s) and injuries. Games will run every half hour.

1 (30) second timeout is allowed per team, per game (including overtime).

ALL GAMES WILL HAVE A REFEREE

A coin toss will occur to determine who gets the ball first

Games are up to 15 points. You must win by 2, or the game goes up to 20 max. Field goals are 1 point, if a basket is made behind the 17' line, it counts as 2 points.

If the game is tied at the end of regulation, there will be a coin toss to determine who gets the ball first. The first team to score wins.

All jump-balls go to the defense

Ball switches possession on all made baskets, no "make it, take it"

Ball must be checked after all fouls, made baskets, and all other dead balls. To check the ball, the ball must be given to an opposing player. Player must pass the ball in, while standing out of bounds at the top of the court to begin play.

A 10 second rule will be enforced if the ball isn't passed in, in that amount of time, the ball will go to the defense.

After a live ball changes possession, the ball must be taken back and behind (both feet and the ball) the 2 point line in order to officially switch possession and score. If a team scores without properly taking the ball back, they will lose a point, and the ball will go to the opposing team. The violation doesn't occur unless a basket is made. If a player is fouled in the act of shooting and the basket is made, the basket will not count and the foul will be honored.

If a shooting foul occurs, and the basket is made, the bucket counts and a free throw follows. Whether the free throw is made or missed, the ball switches possession.

If a shooting foul occurs, and the shot is missed, a free throw situation occurs. If the free throw is made the team is awarded a point and the ball switches possession. If the basket is missed, the ball stays with the shooting team.

In ANY free throw situation, the player can choose to shoot from the free throw line, or from the (2) point line. If the (2) point shot is chosen, ball changes possession regardless of a make or miss.

If an injury occurs, time will stop and the sub must come in as soon as possible to resume play.