



RULES



RULE 1: PLAYER ELIGIBILITY

1. All players in the 175 Alive! 3-on-3 Basketball Tournament must be enrolled in the grade level for the bracket they are playing in, and be listed on the official signup form that was completed prior to the tournament.
2. Teams must have a minimum of three players and can have a maximum of four players listed on their official roster.

RULE 2: EQUIPMENT

1. Each member is encouraged to bring one light and one dark color shirt.
2. **Jewelry.** Jewelry is not permitted to be worn during participation in the 175 Alive! 3-on-3 Basketball Tournament.

RULE 3: GROUND RULES

1. Format will be as follows: Teams will play one game to 7 points, by 1's and 2's. Games will have a 10-minute time limit. Teams DO NOT have to win by two points.
2. Starting the game: Coin toss will determine first possession of the game.
3. Checking the ball: The ball shall be "checked" before the start of the game at the top of the key, and after all usual and unusual stoppages of play, including, but not limited to: made baskets, all fouls, out-of-bounds, and balls entering the court from another court. For any unusual stoppage of play, the team currently or last in possession of the ball shall retain possession, except after a made basket.
4. A team gaining a defensive rebound or a steal must take the ball beyond the 3-point line before attempting to shoot.
5. After a made basket, the team that was on defense will start at the top of the key on offense. **There is no make-it-take-it.**
6. Officials: All official's decisions are final, including, but not limited to: fouls and possession of the ball. Excessive arguing with the officials could lead to a team being eliminated from the tournament.
7. Substitutes: If a team has four players, it must substitute when one team reaches three points. Any player who comes in as a sub must remain in the game until the leading team gets to six points.
8. A defensive foul on a made basket shall result in the basket counting and the fouling team starting with the ball at the top of the key. A common foul, or a foul resulting in a missed shot, shall result in the fouled team starting with the ball at the top of the key. There will be no free throws. There shall be no foul limit for players to exceed.
9. **Out-of-Bounds:** In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession. The half court line shall be considered an out-of-bounds line. If the ball passes over the backboard, it shall be the same as an out-of-bounds violation.
10. **Alternating Possession/Jump Balls:** On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis. Teams are responsible for keeping track of the alternating possession.
11. **Forfeit Time:** Teams must be on the court and ready to play at the time their game is scheduled to begin.
12. A minimum of three players must be present to start an official game. If less than three players are present, the game will be declared a forfeit. A team may play with less than three players if players become injured during the game.
13. **Tiebreaker:** If a game remains tied after 10 minutes of play, each team will shoot one free throw. If both teams make or both teams miss their free throw, the tiebreaker will go to a second round. If one team makes its free throw and the other misses, the team making its free throw will be declared the winner. In the second round, a coin toss will be held. The team winning the toss can decide whether to shoot or allow the other team to shoot a free throw. If the free throw is made, that team wins. If the free throw is missed, the other team wins. A team must choose a different shooter for the second free throw.