

UW-Superior Campus Recreation
5th Annual Holiday Hoops 3 on 3 Basketball Tournament
Rules Sheet

1. Sportsmanship and to have fun is the #1 rule of this event. Any unsportsmanlike conduct by players, coaches, or fans will not be tolerated. and could result in removal from tournament. Unsportsmanlike play will result in:
 1. verbal warning
 2. removal from game and tournament
2. Game Length: 14 minutes running clock. Clock will only stop for a team or official timeout.
3. Start of the Game: "rock, paper, scissors" will determine which team gets the ball first.
4. Overtime: "rock, paper, scissors" will determine which team gets the ball first. First team to score wins.
5. Time Outs: one per team per game - duration 30 seconds in length.
6. 3 on 3 basketball is a half court game played by 2 teams of three with a maximum of 4 per roster (Tournament Coordinator is able to make roster exceptions with prior communication to start of tournament on a case-by-case basis). Teams **MUST** have at least three people to start a game.
7. Liability Waiver: all players need completed liability waiver signed by a parent/guardian on file in order to participate.
8. Scoring: 2 points per basket inside 3-point line and 3 points per basket outside the 3-point line. There will be no free throws taken. Intentional fouls (no matter the time of the game) result in 2 points plus possession of the ball. **Note: courts in the fieldhouse will be using the high school 3-point line. Courts in the gym will be using the college 3-point line.**
9. In the event the offensive team makes a basket and gets fouled the offensive team gets the points but does not retain possession of the ball. It will be a change of possession.
10. Teams will supply their own game ball.
11. Substitutions: substitutions may be made after a basket or any stoppage of play.
12. The possession changes after each basket (this is NOT make it, take it).
13. Change of Possession: following a made basket or stoppage in play the offensive team must check the ball with the defensive team. Offensive player checking the ball must be beyond the 3-point line at the top of the key. Offense must "pass the ball" to a teammate before a shot can be attempted (make one pass before a shot is taken). **NOTE: defense can't go past the 3-point line until after the first pass by the offense.**
14. Stoppages in play are ball goes out of bounds, foul, violation, team or official timeout.
15. On defensive rebounds (including airballs) and steals, the ball must be passed or dribbled beyond the 3-point line. The ball does not need to be passed to a teammate before a shot is taken. As long as the ball goes beyond the 3-point line, there are no limitations on who can shoot it.
16. Out of bounds are the two sidelines, baseline, and division line.
17. Jump Balls: alternating possession.
18. 3 Seconds in the Lane: offensive players have no longer than 3 seconds within the lane area. They can relocate outside of the lane and then reestablish for an extended 3 seconds. The officials will communicate and work with teams regarding this rule.
19. For every foul committed after the 7th team foul one point will be rewarded along with possession of the ball to the opposing team.
20. Tiebreaker Format: a. Head-to-Head c. Least Points Allowed d. Coin Toss
21. Officials decisions are final.
22. Remember the tournament's #1 priority is for everyone to have fun and an opportunity to play.
23. All other WIAA rules are in effect.