

CITY OF ARTESIA PARKS & RECREATION

3X3 BASKETBALL TOURNAMNET RULES

All decisions made by Park Staff are final.

1) Teams

- Each team shall consist of no more than 4 players (3 players on the court and 1 substitute).
- Teams should be wearing matching shirts/jerseys.
- Teams may not substitute or replace players on the roster once the tournament begins.

2) Beginning of the Game

- Both teams shall warm-up simultaneously prior to the game.
- A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- The game shall start with a check ball.
- Games may be shortened by park staff as necessary

3) Scoring

- Every shot from inside the arc (1-point field goal area) shall be awarded 1 point
- Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

4) Playing Time/Winner of a Game

- The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:
 - During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
 - After a successful last free throw, the next offensive team is in possession of the ball.
 - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
- The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This “sudden death” rule applies to the regular playing time only (not to a potential overtime).
- If the score is tied at the end of regular playing time, an overtime shall be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
- Offense will have a 12 second shot clock.
- There are no grace periods for any game, teams that do not show up at the start of the game will forfeit the game.

5) Fouls/Free Throws

- A team is in a penalty situation after it has committed 6 fouls.
- If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

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- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from behind the arc is unsuccessful, 2 free throws.
- Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.
- Team fouls 7, 8 and 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession.

6) Playing the Ball

- Following each successful field goal or last free throw (except those followed by ball possession):
 - A player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
 - The defensive player is not allowed to play for the ball in the “no-charge area” underneath the basket.
- Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc
 - If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).
- If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation shall start/resume with a check ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
- A player is considered to be “behind the arc” when neither of his feet is inside or on the arc line.
- In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

7) Substitutions

- Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place behind the end line and require no action from the officials or table officials.

8) Time Outs

- Each team shall be granted 1 time-out. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.
- All time-outs shall last 30 seconds.

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9) Code of Conduct

- No swearing, foul language or cussing of any kind. Referees/Park Staff will warn players once against foul language, but if the offense is repeated, players may be removed from the competition and games will be forfeited.
- RESPECT THE OFFICIALS AND OTHER PLAYERS – Any player berating, abusing, and antagonizing the officials or other players during and after games will be removed from the competition and the team will forfeit any remaining games. Every game is monitored by officials and park staff and any disrespectful seeing being aimed at official's/park staff and players will be acted upon with immediate removal and forfeiture of games.

10) Team Names: No inappropriate or offensive team names will be permitted. Park staff will be the final determination of the appropriateness of team names.