

Nothin' but Net Sports Complex

3v3 Basketball Tournament Rules

2/1/23

A. Tournament Objective

To provide a safe and competitive environment for all athletes to enjoy the sport of basketball and share their excitement with friends and family.

B. Tournament Conduct

1. Participants, parents, Coaches, and spectators are asked to conduct themselves in an appropriate manner. Swearing, taunting, and physical or verbal abuse are unacceptable and will result in first a warning, and then termination from the competition on the second occurrence. There are NO EXCEPTIONS.

2. Unacceptable behavior by a team's spectators may result in a forfeit of the game by that team and/or removal from the rest of the tournament.

3. There is to be no arguing with referees under any situation.

C. Team Management

1. All players playing in the tournament must be registered online and included on the official NBN website roster.

2. Each team roster can have 3-5 players. Games must start with at least 3 players on each team.

3. Teams can play with only 2 players in the case of injury, however, the other team will still play with 3 players.

4. Teams will choose a player to be the captain/spokesperson. Coaches and parents are asked to be spectators only.

5. Players can not play on more than one team in the same division.

Players can play on a second team if the second team is of a higher grade level.

D. Game Format-Time/Scoring

1. Games will be played as one continuous 20-minute period.

2. The team with the highest score after 20 minutes OR the first team to 21 points will be declared the winner.

3. Scoring is as follows: 1 point made inside the arc AND 2 points beyond the arc.

4. Clock will continue to run during the game unless there is an injury. The referee will manage the game clock.

5. Clockkeeper/Scorekeeper will start and stop the Clock as directed by the referee and will keep the score.

6. The Score Collector will collect the scores from each game from the Scorekeeper and update the tournament standings.					
7. In the event of a tie, each team will choose 3 players for a sudden death overtime of free throws. Another coin toss is conducted to determine which team elects to shoot first. Each team gets 3 free throws (alternating between teams) and the team with the most made is declared a winner. If the game remains tied after the first set of free throws, the sequence will repeat until a winner is declared. If overtime extends beyond the first round of free throws, additional bench players must shoot at least once.					
8. All non-shooting fouls should be checked at the top of the arc.					
9. All shooting fouls are awarded 1 shot and one point is given for a made free throw.					
E. Game Management					
1. Teams must be at the court at least five minutes before the start of the game to determine initial possession. Teams not present by the scheduled start time will forfeit the game. Coin toss will determine possession/pinnie (if necessary). The team winning the coin toss may choose whether to take first possession or choose whether to wear pinnies, if necessary.					
2. Ball check if at the top of the arc for the beginning of the game, after a dead ball, foul or a referee call. The ball can be checked anywhere beyond the arc.					
3. Half court line and side lines are out of bounds.					
4. Any change of possession, resulting from a missed shot or turnover must be "taken back" over the threshold of the 3 point line with a least one foot before the newly possessing team can attempt a score.					
5. Ball possession will change after every made shot and checked at the top of the arc.					
6. Substitutions can be made after a dead ball situation or a referee call. Notification must be given to the other team before the ball is checked.					
7. There are no time outs.					