

2023 Tony G 3 on 3 Tournament Rules

1. Saturday games play to 15 points or 20 minute time limit.
Sunday games play to 20 points or 20 minute time limit.
2. Baskets are 1 point inside the arc and 2 points behind the arc.
3. For the games with no referees, any player, coach, or scorekeeper can request a referee at any change of possession for any reason (not during live play).
Once requested, the clock and game will stop until a referee is ready for play to resume.
4. You need to win by 2 points in CHAMPIONSHIP GAMES ONLY. All other games you only need to win by 1.
5. If game is tied at the end of time limit, a 5 minute overtime is added and game continues to the point limit (15 or 20). If game is still tied after overtime, then a mini game up to 3 will be played. Tournament officials reserve the right to reduce the length of any game, if necessary.
6. One 30 second time out per team per game.
7. Each court will have a scorekeeper. One member from each team must check in with the scorekeeper prior to each game so they know which team is which.
8. Coin flip will determine initial possession.
9. Ball is taken on top after each made basket and dead ball situation. Defense checks the ball and the offense must pass the ball in from out of bounds. (If offense doesn't pass ball in, it's a DO OVER!)
10. Take the ball back with **both feet** behind the arc on all possession changes.
11. FOUL RULES: On the 7th foul, the team gets one free throw. If the free throw is missed, they keep possession; if the free throw is made, the other team gets the ball. When in the penalty situation and on a made basket and the foul, count the hoop, and shoot the free throw. If missed or made ball possession changes. On technical foul, team gets one free throw and the ball.
PLEASE NOTIFY SCOREKEEPER OF FOULS.
12. 5 seconds in the lane for 3rd through 6th grade; all others are 3 seconds.
13. No profanity, taunting, fighting or other unsportsmanlike behavior.
14. Refs have authority to eject players or spectator from game and event.
15. Organizers, sponsors, volunteers, and others involved accept no liability for injury or anything lost or stolen. Players play at their own risk. This is not a school function.

2 Team Tie-Breakers

1. Head to Head
2. Highest Point Differential
3. Points Allowed
4. Points For
5. Average Points Allowed
6. Average Points Against
7. Mini Game to 3

3 Team Tie-Breakers

- 1. Highest Point Differential**
- 2. Points Allowed**
- 3. Points For**
- 4. Average Points Allowed**
- 5. Average Points Against**
- 6. Mini Game to 3**