

Goodhue Volksfest 3 on 3 Basketball Rules

1. **WARM-UPS** – Warm-ups consist of both teams on the court at the same time. Games start no later than 5 minutes past scheduled time, unless the tournament happens to be running behind schedule.
2. **COURT SUPERVISORS** - At least one supervisor will be present at each court. This person will serve as the score keeper and referee. All referee decisions are final. The referees all have significant basketball experience and are volunteering their time on a Saturday to help make this tournament a success. Please treat them with respect.
3. **BEHAVIOR** - No rough play or abusive language will be tolerated. Such behavior will result in a technical foul and/or dismissal from game/tournament at the discretion of the court referee. Good sportsmanship is expected at all times (on and off the court).
4. **STARTING THE GAME** - Rock/Paper/Scissors decides possession to start each game.
5. **UNLIMITED SUBSTITUTIONS** —Substitutions can be made only after a made basket or when the ball is not in play.
6. **CHECKING THE BALL** - At the start of each game, after made baskets, fouls, or when the ball goes out-of-bounds, the ball must be checked from the top of the key. The defensive player checking the ball must stay on that line until the first pass is made. The offensive player checking the ball MUST throw a pass after the check. He/she cannot dribble or shoot off the check.
7. **POSSESSION CHANGES** – After a score, possession goes to defense and must be checked in at the top of the key. After any other change of possession (defensive rebound or steal) where play continues, the ball needs to be taken back with at least one foot extending beyond the three point line and play continues to be live. Failure to take the ball back beyond the three point line will result in loss of possession and loss of any points scored in that possession. Example: if the defense steals the ball from the offense or rebounds an air ball by the offense, that team still MUST take the ball back beyond the arch before attempting to score.
8. **SCORING** - Games are played to 15 points by 1's or 2's, or 15 minutes (excluding 3 minute warm up). All baskets made inside the arch count as 1 point. Baskets made behind the arch count as 2 points. In case of a tie, the tie break will be a sudden death OT. Possession in overtime is decided by Rock/Paper/Scissors.
9. **TIEBREAKERS** - The tiebreaker between the 2 teams with the same record in a pool is the head-to-head winner between the two. In case of a 3-way tie, the tiebreaker goes to the team who allowed the least amount of points in pool play. If all 3 teams would happen to have the same amount of points allowed, the next tiebreaker would be the most points scored by a team.
10. **FOULS** - There will be no unnecessary roughness. Fouls are called by the court supervisor. Intentional fouls result in 1 point + possession of the ball. Technical fouls result in 2 points + possession of ball.
11. **STALLING** —The referee will enforce a “30 second shot clock at all times.” Infractions result in loss of possession.
12. **ZONE DEFENSE** - not allowed.
13. **JUMP BALLS** - All jump balls go to the defensive team.
14. **3 SECONDS IN THE LANE** - 3 seconds will be called at the referee's discretion.
15. **Tie Breakers** – In the event the tournament is run as a round robin tournament, the winner of head-to-head matchups will be considered the winner of the tournament. If the head-to-head record is even between two teams, the winner will be determined by total points.