



Team Rosters and Regulations

*Teams need to show up 10 minutes before game time to fill out waiver forms. Please take into consideration that this is a 3v3 tournament. Therefore, games may be running ahead or behind from scheduled times.

*Teams must pay tournament dues before they are allowed to play. Failure to pay before game time will result in automatic loss of game.

1. Each team may consist of as many as five players, with a minimum of three players on the roster to compete.
2. CO-ED division must always have ATLEAST 1 opposite sex player on the court playing.
 - Failure to provide the opposite sex player will result in a forfeit of that game.
3. Players are NOT allowed to play on multiple teams in their division.
4. Ages to compete: 18 and up (must be graduated from high school)
5. Each team needs to wear similar colored shirts or jerseys.
6. Absolutely no violence, profanity or other inappropriate behavior of any kind will be tolerated.
7. Good sportsmanship by players, coaches and spectators is expected. If unnecessary vulgarity or abusive conduct is observed by game officials, administrators, and YMCA employees, they have the right to terminate a game, and/or escorting the player, coach or patron from the premises. Any player or coach that is ejected from a game will not be allowed to participate in the duration of the tournament.

3v3 Rules

1. Both teams shall warm up simultaneously prior to the game; two minutes are allotted for warm-ups unless games are running behind schedule.

2. Team captains will shoot behind the 3-point arc to determine who gets the ball first. The 2nd shooter will have a chance to match it if the first shooter makes their shot.
3. A team must have three players on the court by the designated game time to begin the game; otherwise, a forfeit will be given.
4. Substitution is only allowed during dead ball situation (during checkup, dead ball, or timeout).
5. After a made basket or dead ball, the ball must be checked at the top of the key behind the high school three-point line.
6. Once checked up, the game is considered live and that player may shoot, dribble, or pass.
7. After a missed basket or change of possession, a team must take the ball back behind the three-point line. This can be via the dribble or a pass. The player must have at least one foot and the ball behind the line before attempting to score.
8. Length of the game: regular playing time shall be 20 minutes running clock or first team to 21 points (win by two). If there is a tie, the two team captains will shoot behind the 3-point arc to determine who gets the ball first in OT. If the 1st shooter makes it, the opposing shooter can match it. Two minutes running clock will be given in OT. After two minutes and neither team has scored, the game will be decided by coin toss.
9. The ball changes possession after each scored basket.
10. Jump balls/tie ups will alternate.
11. Scoring: Made two-point baskets will be worth 1 point and made three-point baskets will result in 2 points.
12. Rim height – 10 feet
13. Ball size 29. 5" men's sized basketball

14. A team shall lose by default if it leaves the court before the end of the game, or all players of the team are injured and/or disqualified.
15. Mercy Rule: When a team is up 11-0 against opponent, the game will end.

Fouls: No free throws will be shot in this tournament

1. If fouled on made shot - count basket, record foul, and give offensive team ball back.
2. If fouled on missed shot - record foul, give offensive team ball back.
3. Non-shooting foul – record foul, give offensive team ball back.
4. Offensive foul – record foul, give ball to defense.
5. After 7 team fouls: each foul will result in a point BUT opposing team gets ball.
 - a. IF offensive foul, defense gets point and ball back.
6. After 10 team fouls: each foul will result in 2 points and opposing team gets ball back.
7. Technical foul results in player ejection from tourney & automatic win for opposing team.

*No charges will be called as this is a 3v3 tournament so please don't be that player!