



CLIVE PARKS & RECREATION 3-ON-3 BASKETBALL TOURNAMENT RULES

SCHEDULING

1. Teams are guaranteed three games. All play will be conducted in a pool play format. Some age divisions, depending on # of teams registered, may have a Playoff, or fourth game. Seeding will be determined in the following order: best record, head-to-head, least amount of points given up, most points scored, and finally we will flip a coin.
2. No requests will be made as far as times. Teams must be able to play throughout the day. Typically, younger age divisions start earlier in the morning, but this could also apply to older age groups, depending on the number of teams registered and the scheduling constraints within each division.

SCORING

3. Games will be played until one team scores 15 points or more. If no team has scored 15 points after 15 minutes of play, the team with the lead will be declared the winner. If after 15 minutes, the score is tied, next basket, or point, wins. Teams **DO NOT** have to win by two points. This rule applies to all games, even "Playoff Games."
4. A standard field goal is worth one point; two points will be awarded for baskets made from behind the "take-back"/three-point line.

TIMING

5. Games scheduled every 20 minutes. 15 minute games – Continuous Clock - clock will only stop for timeouts and for major injuries.
6. One timeout per game, per team (one minute in length). Game time is forfeit time. Please be ready to play. We do run a strict schedule. Scorekeepers provided by City of Clive.
7. Overtime – Possession by coin flip, just like start of game, not by alternate possession. Sudden death, first to score wins.

BALL SIZE/HOOP HEIGHT

8. All divisions will use youth/women's basketball (28.5). Baskets are 10' for all age divisions, except 3rd & Under plays at 9'. Game balls will be provided.

MISCELLANEOUS RULES

9. Maximum of 5 players on the [Team Roster Form](#).
10. Referee will determine first possession (and, if necessary, O.T. possession) with Coin flip. Alternate possession thereafter.
11. The ball must be taken back on each change of possession (defensive rebound, made basket, air ball, stolen ball or turnover)
 - a. "Taking back" means that **both feet** of the ball handler are behind the check line. Check line is the 3-point line. Failure to do so will result in a loss of possession.
 - b. The opposing team must check in the ball after a made basket or dead-ball situation. Once the ball is "checked" the ball is live, the player can shoot, dribble or pass.
 - c. Ball is live on all "take back" passes or any dribbling to the take back line.



CLIVE PARKS & RECREATION 3-ON-3 BASKETBALL TOURNAMENT RULES

- d. On the "check," the offensive player may either dribble, pass, or shoot.
 - i. 3rd Grade & Under only – On the "check," the defensive player(s) may not play defense outside three point line. Once the offensive player has either dribbled, passed, or shot, defense may be played outside the three point line. A pass, from the offensive player checking the ball, may be stolen or intercepted.
12. Awards will be given to the top finishing team per age division.
13. All games must start and finish with at least two players.
14. A Player fouls out of the game with five fouls. New 2021: **After (7) team fouls, each additional foul (on foul #8) will result in the opposing team receiving one point.**
15. Technical fouls will count as 2 points for the opposing team.
16. Substitution can only be made on check-ins and officials are to be notified.
17. If a player scores and is fouled, that team will retain possession and the basket will count.
18. If a player is fouled while shooting and misses the basket, the offensive team will retain possession and must check the ball in.
19. Please wear double-sided jerseys if you have them. Otherwise, all team members must wear matching shirts with numbers. Numbers may be drawn or taped on if needed. Both a light and dark color is preferred and recommended.
20. Any player/team involved in fighting or continuous misconduct will be disqualified from the tournament. That includes abusive behavior to officials and/or players, flagrant fouls or rough play. Any players, fans, and coaches that get dismissed from the tournament must leave the gym for the remainder of play.

Pool Play Tiebreakers: (Listed within online schedule & automatically updated)

1. Overall record
2. Head to Head
3. Head to Head Differential
4. Total Pts Given Up
5. Total Pts Scored
6. Total Pts Differential
7. Coin Toss