

Angel Elite Sports 3 on 3 Rules and Guidelines

The following rules have been designed to ensure fair play and security for all participants. Each player is expected to understand these rules **prior** to participation in the tournament. Any questions concerning these rules should be directed to Angel Elite Sports 3on3 Tournament Staff.

PRIOR TO THE GAME

Tournament is open to anyone ages 18 and over. Each participant must bring proof of age to the tournament. Any player unable to produce their proof of age on the day of the tournament will not be allowed to participate.

Each team must have a minimum of three (3) players and maximum of (5) players of the same gender on its roster who has registered their team by the pre-determined entry deadline. Check –in, additions and/or changes to any roster must be approved by Angel Elite Sports Tournament Staff member and completed **30 minutes prior to the start of a team’s first scheduled game**. Team captain will be notified of time prior to the tournament date. No substitutions are allowed after your first scheduled game. A player is allowed to participate on only one team in their division for the duration of the tournament. Teams will be bracketed based on their OLDEST member.

Prior to starting the game each team will designate the team's captain/spokesperson. The team captain will represent his/her team as a spokesperson at all times.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players. Teams must wear like colors.

All teams must be prepared and ready to play 30 minutes prior to game time.

All games are played on a half court.

A coin flip prior to the start of the game will determine which team has the initial possession.

GAME PLAY

Starting play/Resuming play/Throwing in:

The ball must be checked by an opposing player and then must be thrown (not dribbled) in from outside the two-point line. *Violation: Change of possession*

Length of Games:

First team to score 16 points (win by two), or 30 minutes, whichever comes first. If the game goes 30 minutes, the team with the most points wins. The only exception is the **Championship Game in each division, which has no time limit**. A game won by forfeit will result in a 16-0 victory for the team present at the court.

Sudden Death Overtime:

If the score is tied at the end of 30 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score a point in the overtime period.

No “Make It Take It”:

The ball changes possession after each scored basket, except after free throws in the occurrence that the shooting team retains possession of the ball.

Substitutions:

Substitutions may be made after a basket or any stoppage of play.

Stalling:

No stalling is allowed. The court supervisor or Angel Elite Sports Tournament Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls, as determined by the court supervisors, become the possession of the defensive team.

Time Outs:

Each team is allowed one 45-second time-out per game. The 30-minute running clock does not stop unless the timeout is called during the final 2 minutes of the game.

Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind two-point arc. Failure to "take it back" is a violation. *Each Individual Violation: Change of Possession*

Fouls:

There will be NO free throws shot until the 12th team foul is committed:

Team Fouls 12+

One (1) free throw, unless fouled in the act of shooting behind the two-point arc, then two (2) free throws are awarded. Free throws count as one (1) point. Regardless of make or missed free throw(s), all free throws are dead balls. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two-point arc while the free throw attempt is being made and the shooting team retains possession. The 30-minute running clock does not stop.

All fouls will be called and recorded by court supervisor or Angel Elite Sports Tournament Staff member only.

Any time a basket is MADE and a foul is called:

- The basket counts
- Defending team receives the ball
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If a foul is called and a basket is NOT MADE:

- Retain ball and check ball from behind the two-point arc.

There is a **ZERO TOLERANCE** policy for flagrant fouls or continuous misconduct. At the discretion of the court supervisor or Angel Elite Sports Tournament Staff member, these types of behaviors will result in team forfeiture of the game in question, and the team and/or individual be put under probation (suspended) for the duration of tournament play. Further offenses will lead to **team dismissal from the tournament**.

All flagrant fouls are called by the court supervisor or Angel Elite Sports Tournament Staff only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

AFTER THE GAME

The captain of the winning team must sign the score sheet from the referee or court supervisor, scores table. The official schedule for the tournament can be found in a central location. After each game, it is each team's responsibility to check the Scoreboard for future scheduling and information.

SCORING

Baskets made from inside the two-point arc count as one (1) point. Baskets made when the shooter has BOTH FEET behind the two-point arc count as two (2) points. Court supervisors will call "two points". If there is any doubt by the court supervisor as to whether the made basket is worth one or two points, the basket will count as one point.

BASKETBALL GOAL INFORMATION

The ball is out of bounds if the ball:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard

The ball remains in play if the ball:

- Touches the pad ("garage door") in front of the basket
- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard.
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

TOURNAMENT ADMINISTRATION

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed. Angel Elite Sports Tournament Staff reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players:

The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Angel Elite Sports Tournament Staff. The Angel Elite Sports Tournament Staff reserves the right to request identification from players at any time during the tournament. All participants are required to carry personal picture identification to the tournament.

False information:

Information provided to Angel Elite Sports on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct:

Good sportsmanship is expected. An Angel Elite Sports Tournament Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.