



HoopStar 3on3 Rules and Regulations



Identification – ALL PLAYERS must bring a photo ID or a copy of their birth certificate. Failure to do so may result in disqualification from tournament. Make sure you meet all age requirements BEFORE registering your team.

Age Limitations- The age limit is decided the day before the specific tournament. If a tournament is on the 24th and the team wants to play in the 12 and under division, then ALL players must be younger than 13 on the 23rd. Failure to follow this rule will result in an automatic disqualification without refund.

Club Boundaries – Neither spectators nor players are allowed anywhere in the facility except for the basketball areas and snack bar areas. Failure to follow this rule will result in ejection from the tournament or additional fines.

Time Forfeit – Teams must be at their location at scheduled times. Failure to follow rule will result in an automatic forfeit. There is NOT a grace period so please be on time.

Game Start – A coin flip before the game will determine who gets the first possession.

Points – All baskets will be 1 point unless clearly shot from behind the 19'9" line. Baskets made from beyond the 19'9" line are worth 2 points.

Score – The games will consist of 16 points, win by 2 points. If a team isn't able to win by 2 points at the 16 point mark, then game continues until one team is up by a total of 2 points or until a team reaches 20 points. The loser's bracket will consist of games straight to 16 (NO win by 2 points).

Time Limit - If a game does not reach the winning score within 18 minutes, there will be a 2 minute extension (Points carry over from regulation). Highest score at the end of the extension wins. If a winner is not decided in the original 20 minutes, a **sudden death overtime** will result. First possession will be decided by a coin flip.

Time-Outs – Each team is allowed two 15 second time-outs per game.

Boundaries – The top of the backboard is out of bounds, however, the sides and bottom of the backboard are in-bounds.

Side Out – The ball must be “checked” by an opposing player before it is put into play. The player must pass the ball in to a teammate from behind the 3-point line to begin play. Both feet and

the ball must be behind the line before the inbound or it will be a violation. If the ball goes out of bounds and referee cannot decide who receives possession, a coin flip will result.

Possessions – The ball and ball handler (both feet) must be taken back behind the 3-point line after each change of possession. Failure to do so will result in loss of possession.

Substitutes – Players may substitute on a dead ball or time-out situation only (NO STALLING).

Conduct – Any player and/or team may be removed from the game at the discretion of the court monitor. Offenses include, but are not limited to, abusive language (swearing will not be tolerated) or behavior, flagrant fouls, or rough play. Any players involved in fighting or continuous misconduct will be disqualified from the tournament and turned over to the proper authorities. (COURT MONITOR OR OFFICIAL DECISIONS ARE FINAL) ****NO EXCEPTIONS****

Fouls – HoopStar will assign an official to all divisions. Referees will make all violation and foul calls (exception see OPEN Division Foul Rule)

Shooting Fouls: A player that is fouled in the act of shooting elects to shoot a free-throw (worth 1 point) or at the top of the key (worth 2 points). If the player elects to shoot a free-throw and misses, his team retains possession. If he makes the free-throw, he receives one point and loses possession of ball. If the player elects to shoot at the top of the key, possession will switch regardless of a made or missed attempt.

Non-Shooting Fouls: On the 7th team foul, the fouled player has a choice to shoot a free-throw (worth 1 point) or top of the key shot (worth 2 points). **All fouls during the final two minutes of the game will result in a free-throw or 2point attempt and ball possession will switch regardless of a make or miss.**

Open Division Foul Rule: Players in the OPEN division may call their own fouls in addition to the referee calls. The offensive player is responsible for calling a foul. If a player calls a foul the ball is dead (if the player makes a basket it does not count). A foul can only be called at the point of contact (no waiting to see if the ball goes in). Player called fouls do not count towards the foul total and does not award any free-throws even in the act of shooting. The referee has the right to overrule a player foul call and has the right to revoke a player's ability to call a foul if the player is abusing the rule. ***A team may not use this rule more than 2 times in a single game. THIS RULE IS NOT PERMITTED IN THE FINAL 2 MINUTES OF A GAME.***

Jump Ball – Jump ball goes to the defensive team.

Appeals – Only the team captain may appeal a call to the court monitor.

*****Special circumstances not specified above will be handled on a case by case basis.*****



****COURT MONITOR DECISIONS ARE FINAL****

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BASKETBALL

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