



T1D 3X3 **Rules and Policies**

The intent of these Rules and Policies is to provide reasonable safety and protection, to create an atmosphere of good sportsmanship and fair play, and to establish consistent guidelines for the T1D 3x3 Basketball Tournament.

USE OF ILLEGAL PLAYERS WILL RESULT IN EXPULSION OF THE PLAYER AND/OR THE ENTIRE TEAM FROM THE TOURNAMENT, WHATEVER T1D 3X3 DECIDES. ILLEGAL PLAYERS INCLUDE ANY FOUND TO HAVE USED AN INACCURATE BIRTH DATE before, during or after the event (proof of birthdate may be required of ANY player for ANY reason at ANY time – and failure to provide such in an appropriate and timely manner to T1D 3X3 is just cause for expulsion of that player and/or team from the event); ANY PLAYERS FOUND TO BE PLAYING ON A TEAM BUT NOT LEGALLY ON THAT TEAM'S ROSTER; ANY PLAYERS FOUND TO BREAK THEIR DIVISION'S HEIGHT, GENDER OR AGE RESTRICTIONS; AND/OR ANY PLAYERS WHO PREVIOUSLY WAS EXPELLED FROM THE EVENT BY T1D 3X3. There should be zero complaints or issues with these policies; they are simply enforcing the honesty and good sportsmanship T1D 3X3 relies upon for success and enjoyment for all. INTENTIONAL AND FLAGRANT FOULS WILL RESULT IN STIFF PENALTIES.

Tournament Rules

1. **Keeping Score:** All baskets made from on or inside the 3-point arc count for two points. All baskets made from outside the 3-point arc count for 3 points. Free throws count for one point each. Games are played to 35 points or a 25-minute time limit.

2. **Game length and overtime provisions:**

- Games will be played to 35 points or 25 minutes. At the At the 25-minute mark, if neither team has reached 35 points, the court monitor shall announce “last possession” and play will continue until the end of that possession. The “last possession” continues until the opposing team gains possession. Examples include:
 1. The team with last possession scores.
 2. Out-of-bounds is called against the team with last possession.
 3. A common foul, by the team with last possession, not followed by free throws.
 4. A violation by the team with last possession.
 5. A jump ball situation, where the alternating possession goes to the opposing team.

6. A turnover by the team with last possession.

*If “last possession” is called during a dead ball situation when an inbound play will follow but before the ball is inbounded, “last possession” begins when the ball is placed at the disposal of the inbounding team.

*If “last possession” is called after a foul occurs, if it is not a shooting foul, “last possession” begins when the ball is placed at the disposal of the inbounding team.

*If “last possession” is called after a foul occurs where free throws will follow, “last possession” begins when the ball is placed at the disposal of the non-shooting team following completion of the free throw activity and the non-shooting team will have “last possession”.

*If the team with “last possession” commits an intentional, flagrant, or technical foul, the free throws awarded for such fouls will be shot irrespective of the end of “last possession”.

- If at the end of the “last possession”, neither team has reached 35 points and the game is tied, overtime provisions are activated.

- In overtime, the target score is 3 points greater than the two teams’ current score at the end of the “last possession”. The first team to reach the target score, no matter what the point difference is, is the winner. For example, if the score was 8-8, the target score is 11. The first team to reach the target score of 11, regardless of the other team’s score, is the winner.

- A coin toss will determine the first possession.

- Each team will receive one, 30-second timeout during overtime. Unused timeouts from regulation will not be carried over to overtime.

3. **Which team receives the ball first:** A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

4. **Who calls fouls:** The referee or court monitor assigned to that court will call the fouls. All missed shooting fouls shall result in two free throw shots, all three point shot fouls will result in three free throws. On successful field goals, the basket counts and one free throw shot is awarded. On the 7th, 8th, and 9th team fouls, one plus one (if first free throw is made) penalty results. On the 10th and subsequent team fouls, two free throws are awarded. A change of possession results following the last free throw shot, regardless of whether the free throw is made or missed, except for intentional or flagrant fouls, as described in 4A, 4B, and 4C.

A. Intentional Fouls: An intentional foul is a foul designed to neutralize an opponent’s obvious advantageous position. It is a foul which, based on a referee’s observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled

intentional, based on the referee's observation of the act, if while attempting to play a ball, a player causes excessive contact. An intentional foul results in two free throw shots and the offended team maintains possession of the ball, which is taken at the backcourt line. **The court monitor, referee, or tournament official's decision is final.**

B. Flagrant Fouls: A flagrant foul may be of a violent or savage nature, or an act, which displays unacceptable conduct. It may or may not be intentional. It may also involve dead ball contact or dialogue which is extreme or persistent, savage or abusive. A flagrant foul results in two free throw shots and the offended team maintains possession of the ball, which is taken out at the backcourt line. The player committing the foul will be suspended from play for the remainder of that game. **The court monitor, referee, or tournament official's decision is final. Further, any ejection will be reviewed and removal from the remainder of the tournament will be left up to the sole discretion of the Tournament Director.**

C. Technical Fouls: All technical fouls, including taunting, baiting, trash talking, and profanity will result in two free throws and possession of the ball. A second technical foul will result in disqualification for the remainder of the game.

5. **Sportsmanship:** Good Sportsmanship and cooperation is both anticipated and expected. Any questions should be directed to the court monitor at your court. The team captain or designated parent, if applicable, is expected to aid in controlling teammates and team followers' conduct and to represent his/her team in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the intentional, flagrant, or technical foul categories. **Disqualification of a player or an entire team from the remainder of the tournament is left to the sole discretion of the tournament director.**

6. **Checked ball:** The ball must be "checked" by an opposing player before it is put into play. The ball must be passed to begin play. For ages 11 and under, for the first pass to begin play, as long as the pass receiver is entirely above the free throw line extended, the first pass shall be uncontested.

7. **Timeouts:** Each team is allowed a single, 30-second timeout per regulation game. If a game goes into overtime, each team will be awarded an additional timeout. Timeouts left over from regulation will not be carried over to overtime. The game clock will stop during all timeouts.

8. **Substitutions:** Substitutions may be made during time out or "dead ball" situations.

9. **Change of possession:** The ball will change possession after scored baskets. There will be no "make it, take it" rule.

10. **Jump ball:** In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.

11. Ball out-of-bounds: A ball out-of-bounds or any other violation will be taken out from the backcourt line.

12. Boundaries: The basket structure, padding, and support will be played as out-of-bounds.

13. Taking it back: The ball will be “taken back” on each change of possession, regardless or whether or not a shot was attempted. “Taking it back” means all three points (ball and both feet) must be behind the 3 point line. It shall be a violation for a team to attempt a shot without first having properly “taken back” the ball. The penalty for attempting a shot without having properly “taken it back” is a loss of possession.

Tournament Policies

1. Number of players: Four players per team maximum. A team can only have three or less players on the court at one time. For all co-ed teams, a member of the opposite sex must be on the court at all times.

Bracket types: Teams will be divided into tournament brackets according to players’ ages, heights, playing experience, and competition, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player’s entry form data. False information will be grounds for dismissal from the tournament.

A. Bracket Organization:

- Divisions consisting of six teams or more will be divided into pools of three, four, or five teams. The top two teams in each pool will advance to championship play, while the bottom one, two, or three teams will compete in the consolation bracket.

- Divisions consisting of five teams or less will contain only one pool, which will include all teams. Championship play will be determined by appropriately matching seeded teams.

B. Tiebreaker rule within a pool: In the event of a two-team tie, the outcome is decided by the winner of the head to head game between the two tied teams. If three or more teams are involved in a tie, the winner will be determined by the point differential for all games played, with no maximum for the differential. Forfeits will be scored as a +5/-5 for the differential.

2. Basket height: 10 feet for all divisions.

3. Free throw shooting distance: 15 feet for all divisions.

4. Three point shooting distance: 19 feet and 9 inches for all divisions.

5. Dunking: Dunking will only be allowed on baskets with breakaway rims. Dunking on non-breakaway rims IS NOT allowed at any time, including warm-up. Dunking will be a violation and the basket is disallowed with possession to the opposing team

6. Player injury: A court monitor or referee has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. If it is believed that a player has lost consciousness during a game, or is severely injured, T1D 3X3 may require a written note from a medical doctor authorizing that player to continue to participate in the tournament.

7. We are in charge: Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Policies. T1D 3X3 officials also reserve the right to disqualify any team for infractions of tournament policies, including the following:

A. Use of illegal players: The players listed on a team entry are the only ones eligible for play on that team. Player changes must be submitted and approved before a team's first game. Only in the case of injury (see policy 11) will roster substitutions be allowed after the tournament begins. Before the beginning of the tournament, every player must sign the Release & Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.

B. False information: Information provided on your team entry form is the basis for division scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

C. Unsportsmanlike conduct deemed to be excessive by T1D 3X3.

8. Game times: Each team is advised to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a five-minute grace period before a forfeit is enforced.

9. Eligibility issues: All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in T1D 3X3 and the potential effects on their eligibility. T1D 3X3 Basketball Tournament is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

10. Adding or changing a player: Player additions or changes ***must be done before the beginning of your first game of the tournament*** and can be done at the Tournament Check-In Tent.

Changing a player because of injury: This may be done during the tournament. To do so requires a note from the T1D 3x3 Athletic Trainer indicating that the injured player May no longer participate. It also requires approval from a T1D 3x3 Tournament Official. This can be done at the Trainer area. This can only be done if the Injury drops your team below 3 players on your roster.

11. No refunds: T1D 3x3 generally does not refund entry fees after the Team Registration Deadline. After the deadline, division schedules are set, officiating schedules are being formed, court monitors are being assigned and more; and therefore rewarding teams for canceling out of the event at any such late date, regardless of individual circumstance, is not in the best interest of the Tournament. Weather and any adjustments to or cancellation of any part or all of the tournament required by weather, for safety or any other reason, as determined warranted solely by the T1D 3x3 Tournament Director, will NOT IN ANY CIRCUMSTANCE warrant any refund to any team. Player issues after the Team Registration Deadline are the responsibility of all participating teams, not T1D 3x3. While limited to circumstances where it is deemed in the best overall interest of the Tournament, T1D 3x3 reserves the right to combine or cancel Divisions. In such cases, participating teams impacted will not be due a refund provided they are given a chance to play in the Tournament. Any team or player disqualified from T1D 3x3 for behavioral, sportsmanship or other reasons shall not be due a refund from T1D 3x3. Disqualification shall result in forfeiture of the entire entry fee, regardless of when the disqualification occurs.