

# TAMPA BAY MASTERS 3ON3 RULES (06.20.2022)

## FORMAT/RULES:

- Modified NCAA/NSGA rules will govern play.
- Reversible or light / dark team jerseys with numbers on front and back are mandatory.
- The tournament will be round-robin and/or double or single elimination depending on the number of teams.
- Each team is guaranteed a minimum of 4 games.
- Play will be (2) 15-minute halves - running time - with a 5-minute break between halves. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules. Exception: running clock will be used if greater than a 15 - point spread during the last two minutes of the half.
- Only players who play on a team in the round robin will be eligible to play on that same team during championship play.
- If a team forfeits a game they may be removed from the tournament at the discretion of the Tournament Directors.

## PLAYING RULES:

- Team rosters shall be limited to ten persons.
- All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
- Age divisions for all team competition will be determined by the age of the youngest team member as of December 31 of tournament year.
- Tournament format will include preliminary round robin pool play leading to an elimination bracket championship final.
- Every effort will be made to provide teams a minimum of four games.
- The Tampa Bay Masters committee reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstances.
- Ties for seeding will be broken in the following manner:
  - a. Overall record
  - b. Head-to-Head competition
  - c. Point differential - A maximum of 15 points will be awarded towards point differential, regardless of final score
  - d. Points against
  - e. Coin Toss
  - f. Forfeits shall be scored 15-0.

This tournament will be conducted in accordance with National Collegiate Athletic Association (NCAA) rules, except as modified herein. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.

1. The game shall be played on half court by two teams of three players each, with a maximum of seven substitutes.
2. Playing time shall be two halves of 15 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules. The clock also stops after a made basket during the last minute of the second half.

3. A tie score at the end of regulation time will result in a three-minute overtime period. During the first overtime period, the clock will stop in accordance with normal basketball rules. If the game is still tied at the end of the first overtime period, subsequent three-minute periods shall be played until the tie is broken. After the first overtime period, all additional overtime periods will have a running clock except for the last minute in which the clock will stop in accordance with normal basketball rules. The clock also stops after a made basket during the last minute of all overtime periods. Ball possession will be determined by a coin flip for each overtime period. There will be a one-minute intermission before each overtime period. All individual and team fouls carryover into overtime.
4. Two time-outs are permitted per team per half. Timeouts do not carryover from one period to the next. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 60 seconds in duration. The clock will not run during time-outs.
5. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court:
  - a. Players **MUST** be beckoned onto the court by the referee. Entering the court without being beckoned will result in a warning from the official; all subsequent violations will result in a technical foul.
  - b. Both the offensive and defensive team may substitute after the first free throw or a two shot foul and after the second free throw of a three shot foul.
  - c. The defensive team can only substitute after a made basket or free throw (when it is the final free throw taken) if the offense is substituting at that time. Violating this rule will result in a warning from the official; all subsequent violations will result in a technical foul.
  - d. On all stoppage of play (i.e., violations such as traveling, double dribble, three seconds, or out of bounds, etc.) either team can substitute as long as they request to sub prior to the in bounder having the ball in the throw-in area.
6. The winner of the coin toss shall decide possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
7. A 20 second shot clock will be in effect throughout the entire game. Violation of the 20 second shot clock rule will result in loss of possession. This may or may not be enforced depending on court set-up and discretion of court monitor and refs.
8. When the offensive team rebounds a missed shot attempt, the ball must touch the rim for the clock to be reset. If the ball does not touch the rim, the 20-second clock will not be reset.
9. The game shall be played using the three-point line as the “check line.” The ball shall be returned to a point behind the check line after each change of possession as follows:
  - a. After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key (“throw-in area”). The ball must be advanced into play by means of a pass to a teammate. Violation of the throw-in area by the offense results in a loss of possession.
  - b. After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. **The ball does not have to pass behind the 3-point line, only the player's feet.**
  - c. The penalty for attempting a shot before returning the ball successfully behind the check line shall be loss of possession.

- d. The player who returns the ball behind the three-point line may maintain possession and attempt to score.
10. Following a made basket or dead ball, the ball shall be put in play within 8 seconds from the time the ball is in the “throw-in area”, regardless of whether or not the inbounder has taken possession of the ball. If the ball is not put in play within 8 seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow.
11. Player restrictions when inbounding the ball:
- a. The inbounder must be within 3 feet of the three-point line and must stay within the free throw lane extension area (12 feet wide), an area referred to as the “throw-in area”.
  - b. The defense may defend anywhere on the court, however no player (offensive or defensive) may enter the ‘throw-in area’, which is considered out-of-bounds.
  - c. The inbounder may not hand-off the ball to a teammate.
  - d. The inbounder’s teammates may not enter the three-second lane to receive a pass or set a screen until the inbounding teammate actually takes possession of the ball at the throw-in area; they may cross and exit the lane to reposition themselves prior to the inbounds pass.
  - e. The 3 second lane count and the 5 second closely guarded count should not begin until the defensive team (now the new offensive team) takes the ball behind the three point arc.
  - f. Violations of the throw-in area by the offense result in a loss of possession.
  - g. Violations of the throw-in area by the defense result in a warning followed by a technical foul (2 shots).
12. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules. We reserve the right to remove a player from a game and the gym, if needed.
13. All personal and technical fouls shall be counted against a team total. On the seventh team foul, a bonus shall be awarded for the remainder of the game. Team fouls **DO NOT** carry over into the second half and overtime periods. Penalties for fouls shall be as set forth below.
14. Prior to the seventh team foul:
- a. Any common foul shall result in loss of possession for the offending team;
  - b. Any player control foul shall result in disallowing a converted basket, recording the foul and a change in possession;
  - c. Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall **retain** possession;
  - d. Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall **retain** possession.

If a shooting foul occurs during the running time part of the game:

- All players will remain behind the arc and the offense will re-gain possession of the ball, even if the clock goes to the two minute mark. At that time, the clock will stop until the ball is put in play again from the throw-in area.
- All the players behind the arc may cross the arc once the shooter releases the ball. The shooter may cross the free throw line after the ball strikes the rim, flange or backboard or retrieve the ball upon completion of the last free throw.

- The free-throw shooter shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.
- No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-thrower has released the ball.

**If a shooting foul occurs during the stopped time portion of the game:**

15. Beginning with the seventh team foul:
  - a. Any common foul shall result in a single free throw plus a bonus free throw if a player makes the first free throw, players line up in the lane and play the shot like normal 5on5.
  - b. Any player control foul shall result in disallowing a converted basket, recording the foul and a change in possession.
  - c. Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt)
  - d. Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw.
16. Beginning with the 10th team foul:
  - a. Any common foul shall result in two free throws.
  - b. Any player control foul shall result in disallowing a converted basket.
  - c. Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt).
  - d. Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw.
17. During the last two minutes of each half, and during any overtime period, **the automatic awarding of team possession after free throws does not apply** (live rebounding will be in effect)
  - a. During live rebounding all players on both teams are allowed to line up along the free throw lane when the free throws are shot.
  - b. If the shooter makes the last awarded free throw, the opposing team will inbound the ball.

**Officials do not put the ball in play, except at the start of each half. The referee will handle the rebound of the first free throw (first and second free throws if three shots are being taken) and then will not handle the ball after the last free throw.**