

First Annual A Fall Classic 3 on 3 Basketball Tournament Rules

Registration & Pre-tournament

- Registration is due September 13th, 2024 by midnight.
- Each team must have 3-4 players registered on their team
- Any addition or change to rosters must be approved by tournament directors
- Roster cannot be changed after first game has been played
- Players may only participate for one team per division
- The team captain will be spokesperson for their team for the entirety of the tournament and should be the primary person addressing staff and officials

Scoring/Clock/Fouls

- Each game will be played to 21 points straight up or 25 minutes long, whichever comes first
- If a game is tied after the time limit is up, an overtime period will be played. A coin flip will decide which team gets possession. First team to score 2 points in overtime wins.
- NO "make it, take it" Ball changes possession after any made basket.
- Shots inside the arc are worth 1, free throws are worth 1, and shots outside the arc are worth 2
- BOTH FEET must be behind the arc on 2 point field goals.
- Running clock for the entire game.
- 30 second shot clock in final 2 minutes for adult division and 16-17. (Score must be within 5 points) a shot may be implemented by an official at any point in a game if either team is stalling.
- No clock in championship game for youth divisions
- No clock in semifinals and championship games for adult division
- Jump balls go to defense
- 2 timeouts per game. Time outs will be 1 minute. No timeouts in the final 2 minutes.
- The ball must be "cleared" after each change of possession, even on "air balls" to clear the ball, BOTH feet must be behind the arc while having possession of the ball.
- Each player has 4 personal fouls. A player that receives their 4th personal foul will be DISQUALIFIED from the game.
 - All shooting fouls inside the arc result in 1 free throw. 2 free throws will be rewarded for any shooting foul outside the arc. All free throws are dead balls, make or miss. All players stand behind the 2 point arc during foul shots.
- A made shot while being fouled is worth 2 points inside the arc and 3 points outside the arc.
- If a team is not in bonus on the 3rd foul by that team in the final minute of play it will result in free throws, regardless of how many fouls the team had acquired prior to the final minute of play.
- Non shooting fouls:
 - Fouls 1-6 result in check ball
 - Fouls 7+ result in 1 foul shot
- A player that receives a technical foul is required to sit out until the halfway point of the following game.
- Definition of halfway point: 12 minutes and 30 seconds into the game OR when opposing

team reaches 11 points (whichever comes first)

- A player that receives 2 technical fouls in one game will be ejected from their current game, and issued a TWO GAME SUSPENSION, regardless of how many games are remaining.
- A suspended player can override a suspension by paying a \$100 fee, ONLY if approved by one of the tournament directors.
- A player that receives their 3rd technical foul of the tournament will be dismissed from the tournament. The dismissed player's team will forfeit current game, and will also be dismissed from the tournament.
- A player that receives a flagrant foul will be dismissed from game and must sit out the following game
- A TEAM issued their 2nd FLAGRANT foul of the tournament will forfeit their current game and will be dismissed from the tournament.
- 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, kneeing, etc; if technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

Start of game- Coin Toss

- A coin flip will determine which team gets the first possession.

Check Ball

- The start of the game is initiated with an exchange of the ball between the offensive and defensive players (check ball), behind the arc at the designated area. The "check ball" rule also applies to any dead-ball situation and also after any made basket.
- After a check ball, the offensive player must PASS the ball into a teammate, NOT dribble. The defensive player must stand behind the designated line and cannot crowd the passer.
- During check ball situations, both the offensive and defensive players must make a good, catchable pass to each other in a RESPECTFUL manner. Ideally, a bounce pass should be made in this situation. Any player not abiding by these rules during check-ball will be issued one warning. Any check-ball violations following the initial warning will result in loss of 1 point for the violating team. Once an initial warning has been given to a particular player, any following infractions by ANY player can be issued loss of 1 point if an official deems necessary.
Examples: throwing ball at stomach, groin, knees, shins or feet, excessively hard or soft pass, defensive player holding ball too long, faking a pass
- When in the designated "check" box, the offensive player has 7 SECONDS to pass the ball in. If an offensive player does not pass the ball to a teammate within 7 seconds, a violation will be called resulting in a change of possession.
- Stepping on, or over the line of the check box will also result in a violation.
- Following a made basket, or during any dead ball situation, players must quickly and efficiently get the ball to the official with a GOOD PASS.
- offensive player must hustle into checkbox

Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.