



B. Scott's Holiday 3 on 3 Tournament Rules



Team Roster	4 players 3 + 1 substitute Note: game must start with 3 players
Game duration & Score Limit	15 minutes or the first team to score 20 points Note: Teams must be ready to begin play at their scheduled start time
Overtime	First team to score two (2) points wins the game Possession will be decided by a coin flip called by the team that didn't call the flip at the start of the game
Scoring	2 points for all shots inside three-point line 3 points for shots outside three-point line
Initial Possession	Coin Flip
Free Throw(s) following a shooting foul	1 free throw + 1 point 1 free throw + 2 points if foul is committed behind the arc
Free Throw(s) following a made basket (And 1)	Basket counts + 1 free throw
Foul limit per team	6 team fouls
Penalty for team fouls 7, 8 and 9	1 free throw + 1 point 1 free throw + 2 points if foul is committed behind the arc
Penalty for team fouls 10 and more	1 free throw + 1 point + ball possession 1 free throw + 2 points + ball possession if foul is committed behind the arc
Possession following a successful goal	No Make it – Take it - Defense possession Ball checked at the top of the key, behind the three-point line Must pass ball in to start play Defensive team cannot go pass the three-point line before the throw in
...following a dead ball	Check ball exchange behind the three-point line
...following a defensive rebound or steal	Ball must be dribbled/passed behind the three-point line
...following a free throw	Ball goes to non-shooting team/ Check ball exchange behind the three-point line
...following a jumpball situation	Defense possession
Substitutions	In dead ball situations, prior to the check ball
Timeouts	1 per team 20 seconds
No Stalling	Teams cannot hold the ball – 5 second closely guarded rule
Technical Fouls	Ejection from tournament
Coaching	Coaches are allowed to substitute & coach during timeouts only – No coaching is allowed during game play. This tournament is for the kids to have fun! Let's enjoy watching them play.