

Youth 3v3 Basketball Tournament

Rules & Code of Conduct

Code of Conduct

1. Facility Rules
 - a. All games will take place at the Payne Recreation Center (PRC).
 - b. All PRC facility rules and regulations must be followed.
2. Roster Requirements
 - a. A complete typed or printed roster must be submitted before your first game.
 - b. Rosters must include 3–4 players max.
 - c. No roster changes or player additions are allowed after your first game.
 - d. Players may only play on one team.
3. Behavior Expectations
 - a. No tobacco or alcohol is permitted on the property.
 - i. Players violating this rule will be removed from the roster.
 - ii. Spectators violating this rule will be ejected for the remainder of the tournament.
 - b. Unsportsmanlike conduct (including profanity, abusive language, or disrespect) will result in ejection.
 - i. Ejected players have 5 minutes to leave or their team forfeits.
 - c.** Aggressive acts toward officials = immediate suspension from all City of Moraine sports programs.
4. Bench Behavior
 - a. Only active players and one adult coach are allowed on the bench.

Game Play Rules

1. Game Start & Forfeits
 - a. Teams must have at least 3 players to begin.
 - b. A 5-minute grace period is allowed after the scheduled start time.
 - c. Failure to field a team results in a forfeit.
 - d. 2 straight forfeits or 3 total = removal from the tournament (no refund).
2. Game Format
 - a. 15-minute running clock per game.
 - b. Clock stops under 2 minutes for whistles.

- c. First to 20 points or leading team after 20 minutes wins.
 - d. 1 timeout (30 seconds) per team.
- 3. Overtime
 - a. Tie after regulation = overtime.
 - b. First team to score 2 points wins.
 - c. Possession starts with team that lost the opening coin flip.
- 4. Scoring
 - a. 1 point = shot inside the arc
 - b. 2 points = shot beyond the arc
 - c. NO dunking (tech foul on first offense, suspension on second)
- 5. Possession Rules
 - a. Start with check-ball at the top of the arc.
 - i. Ball must be passed in.
 - ii. Defender must give 3 feet of space on the check-in.
 - iii. The defensive player is not allowed to steal the ball from the player passing the ball in.
 - iv. The ball must be passed in (not dribbled) from behind the arc.
 - v. The defensive player may try to steal the in-play pass.
 - b. After made baskets → ball changes possession.
 - c. After missed shots:
 - i. If offense rebounds → may keep playing.
 - ii. If defense rebounds → must clear behind the arc.
 - iii. Blocks or steals → must also be cleared.
 - d. Jump ball = defense gets possession.
- 6. Stalling
 - a. Stalling (not attempting to score) results in:
 - i. Verbal warning
 - ii. Loss of possession on repeated violations
 - b. 5-second rule: No player may hold the ball for more than 5 seconds.
- 7. Fouls & Free Throws
 - a. 5 team fouls allowed.
 - b. Fouls 6–8 =
 - i. 1 free throw for fouls inside the arc
 - ii. 2 free throws for 2-point attempts if foul is committed behind the arc
 - c. 9+ team fouls =
 - i. 2 free throws + ball possession
 - d. Fouls in act of shooting:
 - i. Missed shot = free throw(s)

- ii. Made shot = and 1 (1 extra free throw)
- 8. Substitutions
 - a. Unlimited, but only during dead balls or timeouts.
 - b. Must be made from bench area with referee approval.
- 9. Jewelry Policy
 - a. No facial, neck, or wrist jewelry.
 - b. Player cannot play until all jewelry is removed.
- 10. Curtain Rule
 - a. If a ball or player hits the curtain, it's out of bounds.

Tournament Structure

- 1. Tiebreaker Procedures (for pool play records):
 - a. Head-to-head result
 - b. Point differential
 - c. Coin flip
- 2. Authority
 - a. Tournament administration has final authority on rule interpretations, disqualifications, or issues not covered in these rules.
- 3. Pool Play Format
 - a. Each team is guaranteed 2 games during pool play.
 - b. These games will be used for seeding into the bracket.
 - c. Teams will be ranked based on record and tiebreaker criteria below.

Coaches & Team Representatives

- 1. Teams are not required to have a coach. However, we strongly recommend each team have one adult (18+) present to serve as a team representative.
- 2. This adult may help with communication, player conduct, and substitution management
- 3. Only one coach or representative is allowed on the bench at any time
- 4. All coaches and adults on the bench must adhere to the same Code of Conduct as players and may be removed for inappropriate behavior.

