

Lakes Basketball 3v3 Tournament & League Rules

COACH / PARENT / SPECTATOR CONDUCT

- In-game coaching is not allowed. A coach will be allowed to sit on the bench to assist with substitutions, but the intention is to let the players figure things out on their own. In-game coaching from the bench and/or stands may result in being removed from the bench and/or game at the discretion of the official.
- Good sportsmanship is learned. Set a good example for our athletes by positively cheering your team and respecting the opponents, the officials, and the official's decisions.
- Please clean your bench and spectator area after your game.
- Please take time to thank your referees and scorekeepers. Their involvement allows us to keep playing.

PLAYER CONDUCT

- Good sportsmanship is required. The following rules will be enforced by the officials:
 - No swearing or other inappropriate language
 - No verbal abuse of players or officials
 - No excessive fouling or physical behavior
 - No taunting
 - No hanging on the rim or net
- If these rules are broken, the official may decide to do any of the following:
 - 1) Issue a verbal warning
 - 2) Issue a team technical foul
 - 3) Require a player to sit for a period of time
 - 4) Eject a player from the game
- Lakes Basketball may eject a player from the league for excessive violations
- All participants need to have a completed Liability Waiver and Media Consent Form on file with Lakes Basketball prior to participating in any game.

GAME RULES

- Teams are required to wear matching shirts or jerseys. Pinnies may be available at the game site.
- The playing area will consist of the half-court, with the half-court line being the back out of bounds line
- Scoring: 2 points inside the 3pt line, 3 points behind the 3pt line
- Game ball sizes:

Boys and girls grades 2 and under	27.5"
Girls grades 3-12, adult women	28.5"
Boys grades 3-6	28.5"
Boys grades 7-12, adult men	29.5"
- Grades 2 and under will play on an 8-foot basket when possible
- Teams will be given a minimum of 2 minutes of warmup
- Game length is 16-minute running clock. There are no team time-outs.
- Initial possession is determined by "Rock, Paper, Scissors" overseen by the official
- Teams may play with two players (3 vs 2)
- Following a defensive rebound or change of possession, the team must bring the ball outside the 3pt line (both feet touching behind arc) to become the "offensive" team and be able to score. There are no "free-backs".
- The ball will be "checked in" anywhere behind the 3pt line after:
 - a made basket
 - a made FT
 - ball goes out of bounds
 - a dead ball situation

- Substitutions can be made on any dead ball before a “check in”
- Upon a “check-in”, the offense must either dribble twice or pass before shooting. No catch-and-shoot.
- Three seconds in the lane will be enforced.
- Officials may give latitude for certain rules (traveling, double dribble, 3 seconds, etc.) for younger grades.
- Stalling is not allowed. The official may implement a 10 second shot clock at their discretion.
- Alternating possessions on jump balls
- Fouls:
 - Team fouls will be kept, no individual fouls, no fouling out.
 - Teams will be in the bonus after the 7th team foul. There is no double-bonus.
 - All technical and intentional fouls will result in 2 points plus possession
- A fouled player will only shoot one free throw. The value shall be:
 - One point for “and-1”
 - Two points for foul on missed 2pt attempt and foul in bonus
 - Three points for foul on missed 3pt attempt
- Free throws do not require that all players “line up” on the lane. Players not lined up need to follow MSHSL rules regarding floor positioning.
- The FT line for grades 4 and under will be moved up to a spot determined by the official. FT shooting line violations may be given leeway in grades 6 and under (officials discretion). Standard FT line rules for grades 7 and up.
- Tie games will be decided by free throws. Free throws will be shot alternately by teams until one team makes a free throw and the other misses. Teams will rotate shooters, and a player can not shoot again until their entire team has shot.
- Officials will use MSHSL rules to make decisions on items not specifically covered in these rules.
- The official’s decision is FINAL. There is no protest.

RULES FOR COMPETITIVE TOURNAMENTS AND LEAGUES

- Forfeits will be counted as a 10-0 loss
- Point differential will be capped at 15 points per game.
- Standings will be determined by overall win-loss record. Tiebreaker order will be:
 - 1) Head-to-head record
 - 2) Record vs. common opponents
 - 3) Point differential
 - 4) Coin Flip
- 1st and 2nd place may play for the championship at the end of the season.