

Lakes Basketball 3v3 Tournament Rules

PARENT / SPECTATOR CONDUCT

- Good sportsmanship is learned. Set a good example to our athletes by positively cheering your team and respecting the opponents, the officials, and the official's decisions.
- Lakes Basketball has a zero-tolerance policy in inappropriate spectator behavior. Officials have the authority to enforce PLAYER CONDUCT rules on spectators, including ejecting spectators for inappropriate behavior.
- Please clean your bench and spectator area after your game.

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
- 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 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:

Girls grades 3-12, adult women	28.5"
Boys grades 3-6	28.5"
Boys grades 7-12, adult men	29.5"
- Teams will be given 2 minutes of warmup
- Games are 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
- 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 on certain rules (traveling, double dribble, 3 seconds) for younger grades.

- Stalling is not allowed. The official may implement a 15 second shot clock at their discretion.
- Alternating possessions on jump balls
- Fouls:
 - Team fouls will be kept. Individual fouls will not be kept, there is no fouling out.
 - Teams will be in the bonus after the 7th team foul. There is no double-bonus.
 - Intentional fouls and technical 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
- The FT line for grades 4 and under may be moved up to a spot determined by the official. FT shooting line violations may be given some 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.

TOURNAMENT RULES

- Forfeits will be counted as a 10-0 loss
- Standings will be determined by overall win-loss record. Tiebreaker order will be:
 - 1) Head-to-head record
 - 2) Record vs. common opponents
 - 3) Score differential (The maximum differential points for a game is 15, regardless of score)
 - 3) FT contest like tie end-of-game situation