

**Suburban Slam – 2009**  
**3-on-3 Basketball Tournament Rules (revised 10/8/08)**

1. Games are 20 minutes in length, with a running clock or until a team scores 20 points. In case of a tie, there will be a 3 minute sudden death overtime. Possession will be decided by flipping a coin. The first team to score wins. If the tie cannot be broken, then each team shoots 3 foul shots, one by each player, until a winner is decided.
2. **Shooting Fouls:**
  - If fouled while shooting and ball goes in, offensive player shoots foul shot. (defense gets ball after the shot)
  - If fouled while shooting and ball does not go in, offensive player shoots foul shot. (If misses, offense gets the ball back, if makes shot, defense gets ball.)
3. **Non-Shooting Fouls**
  - Prior to the 5<sup>th</sup> team foul = check ball out front.
  - On the 5<sup>th</sup> team foul and all succeeding fouls, 1 foul shot is awarded to the offensive team. 1 pt awarded to the offensive team if the shot goes in. If the foul shot is missed, the offensive team retains possession. If the shot is made, defense gets possession.
4. All baskets count as 1 pt.
5. All regular basketball rules apply (3 seconds, walking etc.). Players cannot stand under the basket for extended time periods. Three seconds will be called. No dunking is permitted (technical foul).
6. At the start of the game, possession is determined by flipping a coin.
7. An alternating possession rule will be used for jump balls. The scorekeeper and/or referee will track next possession.
8. The one-pass in rule applies after made baskets, time outs, all deadballs and at the beginning of the game.
9. One 30 second time out is allowed per game, although no time outs are allowed in the final 2 minutes of the game.
10. Under no circumstances are players from higher grades permitted to play in lower grade divisions.
11. On a technical, flagrant or intentional foul, the opposing team will be awarded one point and possession. Any player with two technical fouls in a game will be disqualified from the game.
12. The referees may remove any player for unnecessarily rough play, intentional fouling or improper conduct. A player /coach will be removed from the tournament after 2 technical fouls.
13. Each team will have only one coach standing on the court.
14. No jewelry or metal hair clips are allowed.
15. Basketballs will be provided. No personal basketballs allowed in the gym.

**Playoff Seeding Criteria**

1. Win/Loss record
2. Head to head record
3. Highest point differential (points for minus points against). Forfeit counts as 5-0 victory.

**Additional Considerations**

1. The winning team must take their score sheet to the scorekeeper immediately after the game.
2. Games start promptly at the time indicated. There are only 5 minutes between games. A team that does not report to their game before 5 minutes have elapsed will forfeit the game.
3. No food or drink is allowed in the gym.
4. Adding time to a game that has stopped due to player injury will be at the discretion of the Suburban Slam staff and referees.
5. Spectators or players will be asked to leave the gym for improper behavior. Remember that all staff members are volunteers.
6. Only 1 player on a team per division.