

RENEGADES 3 ON 3 TOURNAMENT RULES

1. Each team must have 4 players on their roster and be registered as a team by the predetermined entry deadline.
2. Teams will be grouped in divisions with teams by gender, grade and age.
3. Registration check in for each player is required at the on-site registration desk.

PRE-GAME

1. All games must start with at least 3 players-If a player is missing from a team then a forfeit will result. The opposing team will give up a player for a scrimmage game.
2. Teams **MUST** be at their court at their scheduled time, even if games are “running ahead or running behind”

SCORING/REGULATION TIME

1. A field goal is worth (2) points. A technical foul results in one free throw attempt plus possession of the ball.
2. A successful field goal from behind the “take back” line (the arc) is worth (3) points. The player shooting must have both feet completely behind the line when initiating the attempt.
- 3. All games Start and Stop with one central clock. Games are played for 20 minutes-the team ahead after regulation time has expired, wins.**
4. In case of a tie score at the end of regulation there will be a coin toss to determine possession and the first basket wins.

LIVE BALL / DEAD BALL / POSSESSION

1. A coin toss before the start of the game will determine who gets the ball at the take back line (the arc) first.
2. The visitor team will call the coin toss.
3. The ball will change possession after a scored basket.
4. All jump balls will be called by the referee and will alternate possession.
5. The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play.
6. The ball must be checked by an opposing player before it is put into play. The player with possession must first pass the ball from behind the take back line to a player behind the take back line (the arc) to begin play.
7. The ball must be “taken back” past the three point line (the arc) on each and every change of possession. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession to the other team.
8. “Taking back” means both feet behind the three point line (the arc).

FOULS AND VIOLATIONS

1. Every court will have one **(1) referee/score keeper**. All fouls and violations will be called by the referee.
2. If a foul is called while a player is attempting a shot and the basket is made, then count the basket, record the foul and no foul shot is awarded. All other shooting fouls, award a free throw for all fouls and the ball changes possession whether the free throw is made or missed. After the 5th team foul, award a free throw for all fouls and if the free throw is made or missed the fouled team retains possession.
3. A referee may call a technical foul for flagrant or intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The coach or team captain selects the shooter for one shot from the free throw line. The shooting team also retains possession of the ball following the free throw, whether the shot is made or missed.
4. Any continued misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of the Tournament Director

TIME-OUT AND SUBSTITUTIONS

1. Each team is allowed one (1) 30 second timeout per game. Clock continues to run. **No time out can be taken with 2 minutes left in the game**
2. Player substitution is permitted during any dead ball situation.

DUTIES OF COURT REFEREE AND OFFICIAL SCORE KEEPER

1. The coach/team captain is the sole spokesperson for his/her team for communicating with the referee.
2. The referee can stop the clock at his/her discretion for any injury. The clock will not stop for any parental interference regarding the rules, the score or any other game issue.
3. Verify the winner with the official score keeper
4. Referee/Score keeper will keep track of possession and score and records results with the central score table.
5. Refs have been instructed to eject anyone at the onset of outlandish behavior and if a coach receives two technical fouls he will have to vacate the building. Anyone using abusive language will not be tolerated, and will be removed from the premises without a refund.

Tournament rules are posted on the web site. Rules will be handed to teams at the team check in table.