

Rules for the Penacook Pride 3v3 Hoop Tournament

Teams / Players: Each team may be represented by a total of 4 players. Three to play and one to sub. Teams or players are eligible to play up one division (except for the under 30) but must register and pay for that division.

Substitutions: Substitutions may be made after a basket or any stoppage of play.

Scoring / Winning / Ties: All baskets count as one point. First team to 15 points or ahead after 12 minutes wins. Tie score will result in a coin toss to determine possession and the first basket wins.

Possessions: A coin toss before the start of game will determine who gets the ball first. The ball will change possession after each made basket "losers ball" no "make it, take it."

Jump balls: All jump balls go to the defense.

Clearing the ball: The ball must be "taken back" on every change of possession, defensive rebound, steal, foul shot or air ball. "Taking it back" means both feet must clear the designated 3 point line. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession.

Checking the ball. Starting at the top of the key the ball must be checked with a defensive player before you begin play. The ball must then be passed (not dribbled) to a team-mate to begin play. The ball must be checked in after made baskets, violations, fouls, jump balls or out of bounds.

Violations: All normal violations apply.

Fouls: Any player fouled on the floor or in the act of shooting retains possession of the ball. Player fouled in the act of shooting and making the basket, basket counts and team losses possession. After a team has committed a total of 5 fouls, the other team will be in the bonus resulting in one foul shot.

Foul Shots: In the bonus period (all fouls after 5) the player fouled will shoot 1 foul shot.

-If basket is made, point counts and change possession.

-If basket is missed (play the rim) it is a live ball. Whichever team gets the rebound, it must be cleared past the 3-point line before you can shoot.

Misconduct: Flagrant, technical, intentional, unsportsmanlike or continuous misconduct fouls will result in the dismissal of the offending player for the remainder of the game. Anyone involved in punching or fighting, for any reason whatsoever, will be ejected from the tournament.

ALL DECISIONS BY OFFICIALS WILL BE CONSIDERED FINAL!