

Las Vegas 3-on-3 Rules & Regulations

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court officials. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rule 11). Failure to play with good sportsmanship, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Any ejection from the entire tournament will result in a suspension from the next year's Las Vegas 3-on-3, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.

- 1** Who Can Play
The tournament is open to players ages 6th grade and older.
A player may participate on multiple teams within the same bracket.
 - 2** Number of Players
Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.
 - 3** Authorized Equipment & Apparel
No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed. As always, tournament officials retain the right to disallow any equipment or apparel that they judge to be dangerous or inappropriate.
 - 4** Eligibility Issues
All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in Las Vegas 3-on-3 and the potential effects on their eligibility. Las Vegas 3-on-3 is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.
 - 5** Bracket Types
Teams will be divided into tournament brackets according to its players' ages or immediate upcoming school grades, heights, playing experience, and competition level, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.
Each player must possess photo identification upon sign-in. Failure to do so will result in ejection.
 - 6** Basket Height
Baskets will be 10 feet high for all brackets.
 - 7** Basketball Size
The intermediate size ball will be used for all female games, and 6th grade boys games. The full size ball will be used for all other male and co-ed games.
 - 8** Free Throw Shooting Distance
The distance for free-throws will be 15 feet for all brackets.
 - 9** Two-Point Shooting Distance
The distance for two-point shooting is 19 feet for all brackets.
 - 10** Stealing the Ball
Players in all categories may steal the ball when it is being passed, dribbled or held.
 - 11** Fouls
In all brackets, the court official or officials will call all fouls. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. **Players fouled behind the two-point arc, while in the act of shooting, will be awarded two free throws, except on successful field goals, in which case the basket counts and no foul shots are awarded.**

In the elite division, team fouls will be counted. Once a team reaches seven team fouls the opposing team will enter a bonus situation. Each foul beginning with team foul number seven will result in two free throws. Successful field goals, once in the bonus, will count and the team is awarded one foul shot. Successful field goals, prior to the bonus, will count and no additional foul shot will be awarded.
 - a** Technical Fouls
A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by Las Vegas 3-on-3 on a case by case basis. The court official may also assess a technical foul if he or she determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.
 - b** Intentional Fouls
An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the official's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.
 - c** Flagrant Fouls
A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.
- Technical, intentional, and flagrant fouls cannot be called by a player. A court official or court marshal will make this call. Their decision is final.

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Rules & Regulations (continued)

- 12** Stalling
Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team (see rule 11a).
- 13** Which Team Receives the Ball First?
A coin toss prior to each game will determine which team gets the ball out-of-bounds first.
- 14** Keeping Score
All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner. (see rule 15 for exceptions).
- 15** Length of Game – All Divisions (excluding the elite divisions)
If a score of 20 is achieved within 25 minutes
The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 25 minute clock is stopped during team time-outs (see rule 24) and if the court official stops play for a player injury (see rule 26) or other unusual circumstance. If neither team has reached a score of 20 points, the court official shall stop the game after 25 minutes of play. In all situations, the court official shall declare a technical foul (see rules 11a & 12) if he or she determines that a team is intentionally stalling to run out the clock.
If a score of 20 is not achieved within 25 minutes
At the conclusion of 25 minutes the team with the lead shall be declared the winner, regardless of the margin. Only if the teams are tied will an overtime session be played. In overtime, the first team to score a total of two points shall be declared the winner. The only exceptions is for the elite division, where all games go to 20 points. A coin toss will determine who gets the ball out of bounds first in overtime.
No game shall go beyond 20 points. If a game is tied at 19 at the conclusion of 25 minutes, the first team to score in overtime shall be declared the winner.
Use the following examples:
Score tied 16 to 16: First team to 18 wins
Score tied 8 to 8: First team to 10 wins
Score tied 19 to 19: First team to 20 wins (no game goes beyond 20)
Score is 12 to 11: No overtime needed since one team has a lead
All Elite division games will be played to 20.
- 16** Checked Ball
The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. As always, the ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.
- 17** Change of Possession
The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls (see rule 11 a, b, c). There will be no “make it, take it” rule.
- 18** Taking It Back
The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the dashed “take-back” line, not the sidelines or 2 point arc.
- 19** Ball Out-of-Bounds
A ball out-of-bounds will be taken out from the back-court line.
- 20** Boundaries
The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.
- 21** Jump Ball
In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.
- 22** Dunking
Dunking is only allowed at Center Court. Dunking will be construed as an unsportsmanlike act and will result in a Technical foul.
- 23** Substitutions
Substitutions may only be made during a time-out or a “dead ball” situation.
- 24** Time-Out
Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.
- 25** Wheelchair Participants
Players in the wheelchair division should be aware that a liberal three second in the key rule will be enforced. All wheelchair players not currently active in any game must stay positioned behind the back-court line and not inside the curbing along the sides of the court. Chair measurements are expected to be in accordance with established wheelchair rules.
- 26** Player Injury
A court official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Las Vegas 3-on-3 may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation.
- 27** Game Times
All printed schedules are effective through only the first game for all teams. Following the tournament’s first game, each team is required to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.
- 28** The Fine Print
Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Hoopfest officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:
Use of Illegal Players
The players listed on the team entry form as accepted by Las Vegas 3-on-3 are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 8:00 a.m. on Saturday, October 27, 2018. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.
False Information
Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.