

St. Isidore 3on3 Basketball Tournament Rules

1. Each team must register at least three players on its roster on or before the date of the tournament. The fourth player is optional. No additions, deletions and/or changes may be made after games have started.
2. Teams using players who are not officially registered or using falsified information on rosters will be automatically disqualified from the event. Team captains are responsible and will be held accountable for all player information.
3. The format of the tournament will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division. The tournament chairperson reserves the right to change the format based on external events (i.e., inclement weather).
4. The Court Monitor will be the official timekeeper/scorekeeper and will be responsible for mediating all disputes. He/she has the right to overturn a call on the court if there is a justified reason to do so. The court monitor's interpretation of the rules are final. In the event the court monitor cannot solve a dispute, a coin flip will be made to determine the outcome of the dispute.
5. Physically or verbally threatening or abusing a court monitor is cause for immediate disqualification. This includes players, parents and spectators from both teams.
6. Players and/or teams may be removed from the game at the discretion of the court monitor for abusive behavior, flagrant fouls or rough play. Unruly parents and/or fans may also be removed from the area.
7. Teams must be at their assigned court/game at their scheduled time. A three-minute forfeit time will be strictly enforced.
8. Each team must start and finish the game with at least two players.
9. A coin flip at the start of the game will determine first possession.
10. All games are played to 17 points (win by 1) or 22 minutes (running clock), whichever comes first. The tournament chairperson reserves the right to change the number of points and/or time limit due to external events.
11. If a team trails by 10+ points, then that team is allowed to play with four players on the court (i.e., 4 vs. 3). If the lead drops back below 10 points, then the fourth player must go back to the bench.
12. If the game is tied after 22 minutes have elapsed, then the game will continue with a 3-minute sudden-death overtime, where the first team to score wins. A coin flip will determine the first possession. If nobody scores in 3 minutes, then the game is considered a tie.
13. Player substitutions will be permitted on any deadball situations.
14. Each court will have an arc drawn on the court that is approximately 19' 9" from the basket. This arc represents the "take-back" line as well as the "two-point" line. Successful shots taken from inside the line will be worth 1 point, while baskets made from outside the line are worth 2 points. Both feet must be clearly behind the line (when the shot is attempted) for the made shot to count as two points.
15. After a made basket or a dead ball situation, the ball must be checked by a defense player to an offensive player where the offensive player has both feet behind the take-back line. In addition, the offensive player must pass the ball in to start the action. Failure to do so or an attempted pass to start the action that hits any part of the 'backboard' will be considered an illegal shot attempt. The court monitor will give one warning. Subsequent infractions will result in loss of possession (a turnover). The defensive player guarding the person checking in the ball must be inside the take-back line (i.e., he cannot be in the player's face guarding him before the ball is passed in). For grades 3-6, all defenders must be positioned inside the take-back line until the ball is passed in.
16. On any change of possession, the offense must bring the ball past the take-back line before a shot can be attempted. Both feet must be completely behind the line. If a team forgets to take it back and makes a basket, the basket will not count, and the opposing team takes possession of the ball. If the shot misses, then the ball is live and both teams still need to take it back.
17. Change of possession means any defensive rebound (including an air-ball), a steal, a made basket or a made (or missed) free throw. This is not make-it, take-it.

St. Isidore 3on3 Basketball Tournament Rules cont.

18. The player who is fouled is responsible for calling the foul. The foul must be called immediately in a clear and loud manner and all action must stop. If the player is fouled while shooting and makes the basket, the basket counts (the foul is ignored) and the opposing team will take possession. Otherwise, the team that was fouled retains possession and the ball is checked in as usual.
19. If a defensive player calls a foul on himself, the offensive team may continue to play even if the defense stops. If the offensive team chooses to stop play when a defensive player calls a foul, then action stops and the ball is checked in as usual.
20. For the younger age groups (grades 3rd - 6th), the court monitor will serve as the game official and is responsible for calling fouls, etc. A parent may also volunteer to officiate if both teams agree due to no CM being available.
21. For the older age groups (grades 7th and up), the players are allowed to call their own fouls. However, the court monitor has the right to step in and start calling fouls if he or she deems it necessary (rough play, etc...).
22. On the 10th team foul, the player fouled will be awarded the option of shooting one free throw or retaining the possession of the ball, checking it in as usual. If the player elects a free throw, all other players must stand at least three feet behind the shooter. Regardless if the free throw is made or not, the opposing team takes possession.
23. If the court monitor rules that a foul was flagrant or meant to cause harm, the player fouled will shoot one free throw and that team will keep possession of the ball. The player called with a flagrant foul will get one warning. Any further flagrant fouls will result in immediate ejection from the game.
24. Any player(s) involved in fighting or continued misconduct will be disqualified from the tournament and will not be allowed to participate in future St. Isidore tournaments.
25. Each team should bring at least one regulation basketball that can be used during the game. Boys - 5th-8th grade should use a 29.5" regulation ball. Boys - 3rd-4th grade and all girls should use a 28.5" intermediate ball.
26. An unwritten 30-second shot clock is in effect at all times and may be enforced by the court monitor at his/her discretion. Once the court monitor has announced that the shot clock is in effect, each team has 30 seconds to get a shot off. The shot must make contact with the rim of the basket for the shot clock to be re-started. A defensive foul also re-sets the shot clock.
27. There is an imaginary 3-second lane near/under the basket. There is no camping in this lane. "Camping" violations are at the discretion of the court monitor. The court monitor will give a warning. Subsequent infractions will result in loss of possession.
28. Jump balls always go to the defense. They do not go to the team that yells "first".
29. Each team gets a one-minute time-out per game. The clock will stop during this time.
30. If a ball goes out of bounds and players and the court monitor cannot decide who gets possession of the ball, then a coin flip will decide possession.
31. The front support of the portable basket will be considered out of bounds. The top, sides and bottom of the backboard are in bounds. If the ball goes over the backboard, then it's a turnover.
32. The court monitor has the right to make a ruling on any issues that are not covered within these rules.
33. The team captain of the winning team is responsible for handing in the game scorecard at the scorekeeper's tent.

All Games will be 'refereed' by a Court Monitor. All Court Monitors are VOLUNTEERS, not certified IHSA Basketball officials, who have generously offered their time and talent to help during this fundraising event. Many of our volunteers have helped court monitor at our event over the past several years, but occasionally there may be a few new court monitors that help us out at each new tournament. With that said, each CM will do their best to call the rules as written in the Tournament Rules outline to the very best of their ability. Under no circumstance, should a player/parent/spectator verbally abuse/badger any of our volunteer Court Monitors if a call doesn't go your team's way. Remember, this is a fundraising event..... We can pretty much assure you that there will not be any NBA scouts attending this fundraiser. Should you have a comment, we kindly ask that you direct it toward the Tournament Chairperson. Thank you.