

Anubis Sports 3 on 3 Tournament Rules (2 Women and 1 Man)

The 3 on 3 tournament is double elimination. The team to emerge from the 'Runners' Up' must beat the team from the 'Winners' Bracket' to be crowned the champion.

Brackets for each division will be displayed the entire duration of the tournament. Teams are encouraged to show up prior to the start of their first round game in the case the games move along quickly.

Prior to the Game

Each team must have at least three players on its roster, who have registered and paid for the tournament BEFORE their team's first game. All games must start with three players on each team, unless management agrees to allow the opposing team(s) to play with only two players.

No Make It Take It

The ball changes possession after each scored basket
A coin flip decides who gets possession first.

Throw In/Starting Play

The ball must be thrown (not dribbled) in from the check box (top of the key, BEHIND the 3 point line). First Violation: Warning from the referees or court monitor
Second Violation: change of possession

Length of Games

First team to score 15 points, or once the 15-minute running time clock reaches 0, whichever happens first, will determine the winner. Once the time is up and 15 points is scored by either team, the team with the most points wins the match. The only time the running clock will stop is during time-outs.

Championship Games in each bracket: 1st team to 15 points, with 15 minutes running clock.

Overtime

If the score is tied at the end of the 15 minutes, the game goes into overtime. A "make it – take it" shot determines which team has the initial possession. The game winner is the first to score 3 points in the overtime period.

No Ball Stalling

No ball stalling is allowed. The referee or scorekeeper may institute a 20 second shot clock at any time. After a team has been warned about ball stalling, and failure to attempt a shot within 20 seconds will result in the loss of possession.

Jump Balls

All jump balls become the possession of the opposing team that won the initial possession, and then alternates.

Time Outs

Each team is allowed two 45-second time-outs per game. The running clock will only stop during

Taking the ball Back

When in play, the ball must be “taken back” on each change of possession, including airballs. “Taking it back” means BOTH feet must be behind the two-point arc. Failure to “take it back” is a violation.

First Violation: Warning from the referee or scorekeeper
Any additional Violations: Change of Possession

3 Seconds violations
First Violation: Warning from referee or court monitor
Any Additional Violations: Change of possession

Scoring

Baskets made from inside the arc count as one point. Baskets made when the shooter has BOTH FEET behind the arc (3 point line) count as two points. Scorekeepers or referees will call “two points”. If there is any doubt by the referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws

Free throws count as one point. When fouled in the act of shooting, (only 1 free throw) is awarded to the fouled shooter whether or not the basket was made. All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from above the 3 point line. The shot shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the three point arc while the free throw attempt is being made.

Fouls

Any time a basket is MADE and a foul is called:

- The basket counts and (1) foul shot is attempted.
- The referee or scorekeeper records the foul.
- Defending team receives the ball.

Personal Fouls

The referee will announce each personal foul for recording at the scoring table. Each team member is allowed 4 personal fouls. Upon receiving the fifth personal foul, the player is benched. If the team does not have a substitute, each foul after the 5th committed by that player is an automatic free throw possession by the opposing team.

Team Fouls 1 through 5, Check ball, unless fouled in the act of shooting (see above)
Team Fouls after the 5th, One free throw, unless fouled in the act of shooting (see above).

Flagrant, Intentional or Technical Fouls

All intentional, flagrant and technical fouls result in one free throw for the player fouled AND their team retains possession and checks the ball at the check box.

These fouls also count as personals.

2 of these fouls in one game committed by one player results in ejection from the ENTIRE tournament.

Out of Bounds

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
 - Touches the arms attached to the back of the backboard.
 - Hits the table, either of the side walls, or crosses 1/2 court.

All disputes/complaints must be brought to the Tournament administrator, by the team captain only.

***Tournament Administrator has the right to change any rules as they deem fit**

