



**The Vision for Tomorrow**  
FOUNDATION

**2010 Vision for Tomorrow**  
**Charity 3-on-3 Basketball Tournament**  
**Official Rules**

- 1. Fun.** This is a Charity Tournament, so the most important rule is to HAVE FUN.
- 2. Tournament Directors.** Verne Reich, Adam Rosenbaum, Rich Baum or Jon Ballis will make the final determination on any questions regarding the rules or game situations that cannot be resolved by the referees or court monitors.
- 3. Number of Games.** Each team is guaranteed a minimum of 3 games.
- 4. 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. If due to injury or other reason a team has less than 3 players available, it may continue with 2 players or approach the tournament directors about a substitute player.
- 5. Game Time.** All games will start at the times listed on the tournament schedule. If a team is not present or does not have at least 2 players ready to play when the game clock starts, the opposing team will be awarded two points per minute starting with the first minute of the game, until the late team is ready to begin play. If the late team is not ready to play by the end of the 5<sup>th</sup> minute, the game will be declared a forfeit with a final score of 10-0.
- 6. Playing court.** All games are played on a half-court. Boys in the Kindergarten through 3<sup>rd</sup> Grade divisions will play on 8 ½ foot baskets. Boys in the 4<sup>th</sup> through 8<sup>th</sup> Grade divisions and the Girls division will play on 10 foot baskets.
- 7. Basketball size.** Boys in the Kindergarten through 5<sup>th</sup> Grade divisions and the Girls division will use a 28.5" ball. Boys in the 6<sup>th</sup> through 8<sup>th</sup> Grade divisions will use a 29.5" ball.
- 8. Opening possession.** A coin-flip by the referee/court monitor will determine which team has the opening possession.
- 9. Game Length.** Game length will be as follows:
  - Kindergarten, 1<sup>st</sup>/2<sup>nd</sup> Grade, 3<sup>rd</sup> Grade and 4<sup>th</sup> Grade Divisions – 10 minutes
  - 5<sup>th</sup> Grade, 6<sup>th</sup> Grade, 7<sup>th</sup> Grade, 8<sup>th</sup> Grade and Girls Divisions – 12 minutes
- 10. Running Clock.** The clock will run continuously during the game.
- 11. Overtime.** If the game is tied at the end of regulation, an overtime period of one (1) minute will be played. Possession will be determined by a coin-flip and each team must get at least one possession during the overtime period. If at the conclusion of the overtime period, one of the teams has not had a possession, they will be entitled to one un-timed possession. If the game remains tied, additional overtime periods will be played until a winner is determined.

**12. Scoring.** Each basket made within the three-point line is worth two (2) points. Each basket made from outside the three-point line is worth three (3) points. Possession changes after each made basket; “Make It, Take It” rules do not apply.

**13. Checking the Ball.** The “Check” line is determined by the three-point line. The ball must be checked: (1) At the beginning of the game or overtime period, (2) Following any made basket, or (3) Following any play stoppage (foul, out of bounds, jump ball, etc.). The ball must be passed to a teammate to begin play following a checked ball.

In addition, the ball must be taken behind the Check line (but not checked) following any change of possession not resulting from a play stoppage (defensive rebound, steal, etc.).

**14. Fouls.** Fouls will be called by the referees in all divisions. Each team will be allowed five (5) team fouls before a penalty point is assessed (see below). There is no limit to the number of fouls an individual player may have.

**Fouls #1-5:** Play is stopped and the offensive team retains possession of the ball. If a basket was made even with the foul, the basket will count but the ball will change possession.

**Fouls #6 and beyond:** The opposing team will be awarded two (2) points and the ball will change possession. If a basket was made even with the foul, the opposing team will receive an additional point – three (3) points in total – and the ball will change possession.

**15. Jump Ball.** Jump balls will be awarded based on alternating possessions. The team that does not start with the ball for the opening possession will be awarded the first jump ball.

**16. Stalling.** Stalling is prohibited. If the referee or court monitor determines that a team is not actively attempting to advance the basketball and/or score, play will be stopped and possession of the ball will be awarded to the other team.

**17. Substitution.** Player substitutions may only be made during a play stoppage before the ball is checked.

**18. Time-Outs.** Each team has one (1) 15-second time-out to use in each game. A time-out may only be called if more than two (2) minutes remain in the game. No time-outs may be called during overtime. A team may only call a time-out if they have possession of the ball or if the ball is dead.

**19. Player Injuries.** The referee/court monitor has the discretion to temporarily suspend play for the protection of an injured player. The tournament directors may make the determination to add additional time to the clock if an injury delay causes a major interruption to a game.

**20. Advancement from Pool Play.** Overall Win/Loss record within each pool will determine advancement to the Championship Game. In age divisions with only one pool, the top two teams will advance to the Championship Game. If two or more teams have the same record, the tiebreakers will be as follows:

- i. Head to head records
- ii. Fewest points allowed in pool games
- iii. Best of five free-throw shooting contest (one team member only)

Tiebreakers will also be used to determine the wild-card teams if necessary.

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