

3 on 3 Rules

1. The rules of the tournament are designed to encourage fair competition among participants where sportsmanship is encouraged and rewarded.
2. Each team must have a minimum of three (3) players up to a maximum of five (5) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes to rosters will not be permitted after the tournament commences.
3. Each team is allowed two (2) (1) minute timeouts per game.
4. Player substitutions will be permitted at any dead ball situation. Substitutes must check in with the court referee before play resumes.
5. Before the game starts, both teams will warm up for two (2) minutes.
6. Teams must be at their court at the scheduled time, even if the games are "running behind" on the court. Team will forfeit the game ten (5) minutes after scheduled time.
7. The team captain is the sole spokesperson for his/her team. Only team captains may represent the team in the case of appeals or disagreements.
8. Once play resumes after a disagreement or appeal, the decision is considered to be final, a dead issue. When the ball becomes live, no further appeals will be allowed on that incident.
9. Any questions, complaints or comments, should be taken up with the court referee. Any further disputes will be addressed immediately to the tournament director.
10. The judgment decisions of the court referee cannot be changed by higher authority, so no appeals on judgment calls will be accepted. Only questions concerning rule interpretation of eligibility are appealable.
11. Youth Divisions must bring a proof of grade (ex. report card or student i.d.) and adult divisions must bring a picture i.d.
12. All players will be checked for honesty of information (i.e. age, height, and experience) provided on the team application. A team or player will be dismissed and not permitted to participate for obvious discrepancies.
13. Eligibility problems (i.e. player i.d., age, height, experience discrepancy) will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standings involving the team in question.
14. Game time limit is 20 minutes.
15. Games will be played to 15 points, win by 2, up to a maximum of 20 points (Examples: 15-13, 20-19).
16. 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.
17. The ball will be "taken back" to the three point line 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.
18. A coin flip before the start of the game will determine who gets the ball out of bounds first.
19. The ball will change possession after scored baskets (i.e. loser outs).
20. Jump ball will go to the defense.

21. Dead balls must be checked by an opposing player before it is put into play. The player throwing the ball in must stand outside the 3 point line at the top of the court. The ball must be passed in to begin play.
22. A ball out of bounds will be taken out at the top of the court.
23. All fouls and violations will be called by the court referee. Fouls will be played out of bounds at the top of the court (including shooting fouls) until the seventh team foul. On the seventh team foul the player fouled will be awarded one foul shot or two shots if the shot was taken from beyond the three point line. If the foul shot is made, one point is recorded and the ball changes possession. If the shot is missed the ball is played out-of-bounds by the team which was fouled (e.g., free throw shooter who misses retains possession of the ball).
24. If a player is fouled while shooting (after 7 team fouls) and the basket is good, the points are awarded, no free throws are shot and the ball changes possession.
25. Flagrant/Intentional fouls are not permitted by participants, and will be penalized by the court referee. A technical foul shot will be awarded to the team fouled. The player fouled will shoot one free throw following the court referee call. The team fouled also receives the ball out of bounds following the free throw, whether the shot is made or not.
26. Any infraction of regulations will result in loss of possession of the ball.
27. The players listed on the team entry form as accepted by San Diego Sol are the only ones eligible for play on that team. Player changes must be completed and approved before the start of their first game. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of the first game, every player will sign a Release/Waiver. Any team using a player not properly registered will be disqualified from the tournament.
28. All rules and regulations will be strictly enforced and continual misconduct and physically flagrant/intentional fouling will result in immediate forfeiture and dismissal from the tournament. The misconduct is the judgment of the court referee, and/or tournament director. Individual players or entire teams may be eliminated from further participation.