



## CAROLINA ELITE NEW YEAR'S 3v3 SHOWDOWN RULES:

### 1.) **Number of Players**

Each team may consist of a maximum of 4 players and a minimum of 3 players. Only 3 players on the court at anytime.

### 2.) **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

### 3.) **Fouls**

Basketball officials, acting as court monitors, will call fouls for all games. All called fouls shall result in one free throw shot, except a successful field goal, in which case the basket counts and no free throw shot is awarded, and except for intentional, flagrant or technical fouls, which result in an automatic awarded one point. However, a basket shall not count when an offensive foul occurs. If the fouled player is in the “act of shooting” a two-point shot, which is missed, that player will be awarded two free throw shots. 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 the last free throw shot, the ball will be placed into play from behind the top of the key. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

### 4.) **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 court official or other tournament official shall be automatically ejected from the game.

### 5.) **An Intentional Foul**

is a foul designed to neutralize an opponent’s obvious advantageous position. It is a foul which, based on the 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.

### 6.) **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.

### 7.) **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.

### 8.) **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 the Length of Game Exception). There is NO win by 2 rule.





#### 9.) **Length of Game Exception (Overtime)**

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 minutes clock is stopped during team time-outs and if the court monitor stops play for a player injury or other unusual circumstance. In all situations, the court monitor shall declare a technical foul if he/she determines that a team is intentionally stalling to run out the clock.

If neither team has reached a score of 20 points, the court monitor shall stop the game after 25 minutes of play. At this point, if a team has a lead of 2 or more points, that team is declared the winner. If neither team has at least a 2 point advantage, the overtime rule will be activated. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 20 points, will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime. Use these examples as a guideline.

Scores at the beginning of the overtime session-

- Score of 19 to 18: the first team to 20 wins (no game goes beyond 20 points)
- Score of 16 to 16: the first team to 18 wins
- Score of 8 to 7: the first team to 10 wins
- Score of 14 to 12: no overtime is needed since the leading team has at least a 2-point lead

#### 10.) **"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. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.

#### 11.) **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. There will be no "make it, take it" rule.

#### 12.) **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, and not the sidelines or 2 point arc.

#### 13.) **Ball Out-of-Bounds**

A ball out-of-bounds will be taken out from the back-court line.

#### 14.) **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.

#### 15.) **Substitutions**

Substitutions may only be made during a time-out or a "dead ball" situation.

#### 16.) **Time-Out**

Each team is allowed a single one-minute time-out per game. The clock will stop running during a time-out.

#### 17.) **TheFinePrint**

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.

