



AMERITOURNEYS

YOUTH SPORTS TOURNAMENTS

The Official NFHS and OHSAA Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 League Rules listed below.

Rule 1: Teams

Each team shall consist of a minimum of 4 players and a maximum of 5 players.

Rule 2: Start of the game

- 2.1. Both teams shall warm-up simultaneously prior to the game.
- 2.2. A coin flip shall determine which team gets the first possession.
- 2.3. The game must start with three players on the court.

Rule 3: Scoring

- 3.1. Every successful shot inside the arc shall be awarded 1 point.
- 3.2. Every successful shot behind the arc shall be awarded 2 points.

Rule 4: Game Duration

- 4.1. The game ends when a team scores 21 points or at the expiration of the fifteen (15) playing time period.
- 4.2. If the score is tied at the end of playing time, an extra period will be played. A coin flip shall determine which team gets the first possession. The first team to score in the overtime wins the game.
- 4.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play.

4.4. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified.

Rule 5: Fouls

5.1. Each player will call their own fouls. If a player is fouled, the offended team will inbound the ball.

5.2. No free throws will be awarded

5.3. Flagrant fouls will result in the ejection from the games for the day

Rule 6: Game Play

6.1. Possession of the ball shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court either at the start of the game or following any dead ball situation. This is called a checked ball.

6.2. Following each missed field goal, including air balls, where the defensive team rebounds the ball, it must return the ball behind the arc.

6.3. On any change of possession from a steal or turnover and the ball is still live, the team must return the ball behind the arc

6.4. A player is considered to be “behind the arc” when both feet are completely behind the arc at that point the ball will be considered cleared.

6.5. In the event of a jump ball situation, the defensive team shall be awarded the ball.

6.6 All controversies will be resolved by a coin toss.

Rule 7: Stalling

7.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation. This will be determined by a court monitor, who will provide a warning. If a team continues to stall after receiving a warning, one point and possession will be granted to the opposing team for each infraction.

7.2. A team will be considered stalling, if the team does not sufficiently try to attack the basket after 5 seconds of play.

Rule 8: Substitutions

8.1. Substitutions can be done by any team when the ball becomes dead, prior to the check-ball.

The substitute can enter the game after his teammate steps off the court. Substitutions can only take place behind the end line opposite the basket

Rule 9: Disqualification

All players and spectators are governed by the behavior standards listed in the Player and Parent/Spectator Code of Conduct and are required to comply. Any violation will lead to disciplinary action up to expulsion. Ameritourneys, BMG Sports, and Amerileagues reserve the right to impose discipline on any player, parent, spectator, or any other person associated with a player participating in the 3 on 3 league, in any situation Ameritourneys, BMG Sports, or Amerileagues deems appropriate.