

Rocket Classic 3-on-3 Rules 9-13 Yr Old - Adult

Our officials are all volunteers. We do not have certified referees. Every referee knows the rules, but each of them will call the game a little differently. They are volunteering their time and energy for our tournament and our kids. Please treat our officials with respect. Thank you.

1. Teams are made up of 4 person rosters. Once the first game is played, rosters can NOT be changed.
2. **15 Minutes or 12 Points, whichever comes first.**
3. **12/13 boys will play 15 minutes or 15 points**
4. 12/13 boys will use 29.5" ball
5. Referees will be stationed on the court and will officiate the game.
6. If the defense commits 2 fouls during a single possession, the offensive team will be awarded 1 point. The ball then goes over to other team.
7. After a defensive rebound the ball must be taken back, past the three-point line (free throw line extended). **Free Backs**
8. After a made basket, the ball must be checked at the top of the key.
9. Half court line is out of bounds. If the ball goes out of bounds, it should be entered with a check at the top of the key.
10. If a player is fouled on a made basket, one additional point will be added, along with the point for the made basket.
11. Referees will keep track of time and score.
12. Overtimes are three minutes – The 12 or 15 points no longer apply (no additional time-outs).
13. General basketball rules apply.
14. One pass must be made after checking of ball (player may dribble to enter 1st pass but may not attack the basket).
15. In the event of a close game, the last thirty seconds of the game will be counted off by the official. On any dead ball situations, the count will stop and the official will again count down upon the ball being checked.

SUBSTITUTIONS

1. Substitutions occur after a made basket or a dead ball.
2. Before subbing indicate to the referee that a substitution is taking place. Unlimited substitutions.

TIMEOUTS

There will be ONE 60 second timeout given to each team to use.

SCORING

Two point baskets will be worth one point.

Three point baskets will be worth two points.

Intentional fouls are one point.

Unsportsmanlike Conduct is one point (players or fans).

Tiebreakers

Head to head is first criteria – Total defensive points allowed is next.

Rocket Classic 3-on-3 Rules 14 Yr Old - Adult

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1. Teams are made up of 4 person rosters. Once the first game is played, rosters can NOT be changed.
2. 20 Minutes or 20 Points, whichever comes first.
3. During the game if the offensive player feels he/she is fouled, he/she will **yell** foul and the referee will blow the whistle or stop play. If the referee agrees, he will administer the foul. If the referee disagrees, play will resume with a check in at the top. The referee will award the ball to the team he/she feels had possession. -- **Referee decisions are final.**
 - a. **If players do not call fouls, the referee will begin to call fouls and officiate the game. Players must call fouls that are fouls to keep the game clean. If blatant fouls are not called, points can be awarded to the other team in order to keep the game from getting too physical.**
4. If the defense commits 2 fouls during a single possession, the offensive team will be awarded 1 point. The ball then goes over to other team.
5. After a defensive rebound the ball must be taken back, past the three-point line (free throw line extended). No Free Backs.
6. After a made basket, the ball must be checked at the top of the key.
7. Half court line is out of bounds. If the ball goes out of bounds, it should be entered with a check at the top of the key.
8. If a player is fouled on a made basket, one additional point will be added, along with the point for the made basket.
9. Referees will keep track of time and score.
10. Overtimes are three minutes – The 20 points no longer apply (no additional time-outs).
11. General basketball rules apply.
12. One pass must be made after checking of ball (player may dribble to enter 1st pass but may not attack the basket).
13. In the event of a close game, the last thirty seconds of the game will be counted off by the official. On any dead ball situations, the count will stop and the official will again count down upon the ball being checked.

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