

Atwood 3 – on – 3 Youth Basketball Tournament Rules
Game schedule posted at www.rawlinscounty.info by Wednesday of tourney week

1. To accommodate traveling teams—check-in 30 minutes before YOUR scheduled first game. We do not provide balls. Bring your own if you like. Please don't dribble on the sidelines during other games or in the hallways.
2. Each team must have a signed release form. All 3 players must check in together.
3. Substitutes will only be accepted at check-in with a signed release. No substitutes are allowed once the team has checked in—even in the case of injury during the tourney; although, play may continue with only 2 players.
4. Coin toss will determine who has first possession.
5. An official girl's basketball will be used in all games. Goals of 8.5' with a smaller court will be used in the 1st and 2nd grade division and three-point range will be a smaller radius.
6. The division for 1st-2nd grade will consist of two 5-minute halves with a 2-minute halftime. Games in all other divisions will be played 12 minutes or when a team has possession and a 25 point spread, whichever comes first.
7. There will be a 2 minute break between games. Lateness will forfeit game. Be ready to play.
8. One point per basket. Three-point range is worth 2 points.
9. Ball changes possession on rule violations. No jump balls.
10. After each made basket and when the ball changes possession, the new offensive team must start beyond the 3-point line. Checking is required on a made basket. No illegal checking or delayed checking. Intentionally throwing the ball at opponent's feet or hard throwing into the hands will result in the opposing team being awarded a point and the ball.
11. Official time-out only for injury.
12. Five fouls per team. Any foul or technical foul after the fifth, the opposing team is awarded a point and the ball. In the 1st-2nd grade division, violations that gain an advantage will be called. There is no limit to the number of fouls one individual player may have.
13. A technical foul will result in two team fouls and loss of possession. Two technical fouls on one player within one game will disqualify the player for the remainder of the game. The remaining players may continue. A team with two players disqualified in this way anytime during the tournament, or the same player disqualified a second time, will forfeit all remaining games.
14. A forfeit will be scored as 6 – 0. The tournament director will determine if a forfeit shall occur.
15. Overtime: A member from each team will shoot 3 free throws. Most shots made wins. If the tie still remains, a second member of each team will be chosen to shoot, etc. An overtime victory will gain one additional point for the winning team.
16. Win-loss record in pool play will determine advancement, then head-to-head game if a tie remains between two teams. If more than two teams are tied, greatest point spread of teams involved in the tie will determine advancement. If two teams remain tied, then head-to-head game determines advancement. If more than two teams remain tied, the greatest total of ALL point spreads in pool play determines advancement.
17. No coaches allowed on the floor except in the 1st-2nd grade division in which a coach may be present at halftime.
18. Sportsmanlike conduct is expected of all participants.