

**Helena Rotary Hoops  
3 on 3 Basketball Tournament (Indoor)  
2025 Rules & Regulations**

1. Who Can Play: Tournament is open to players in grades 5 through 8.
2. Number of Players: Each team may consist of a maximum of five (5) players and a minimum of three (3) players.
3. Authorized Equipment & Apparel: No player shall 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, or metal, even if the equipment is covered in a soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. The Rotary Club of Helena reserves the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.
4. Brackets: Teams will be bracketed according to players' school grades or ages, as noted on team entry form. Tournament officials reserve the right to verify a player's entry form. False information will result in dismissal from tournament. If there are not enough teams within a grade level to create a bracket, grade level brackets may be combined (e.g., 5<sup>th</sup> and 6<sup>th</sup> grade).

If there is an unequal number of teams within a bracket resulting in a team(s) playing an extra game(s) to provide each team the opportunity to play the minimum number of games guaranteed for the tournament, only the scores from the first three games played by each team will count toward playoff brackets.

5. Basket Height: Baskets will be ten feet tall for all brackets.
6. Basketball Size: The intermediate size ball will be used for all girls' games, and for boys' games through 6<sup>th</sup> grade. 7<sup>th</sup> and 8<sup>th</sup> grade boys should use a men's ball. Balls will not be provided.
7. Free Throw Shooting Distance: The distance for all brackets for free throws and the free throw contest is 15 feet.
8. Fouls: Court monitors will call fouls in all brackets. All called fouls will result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw is awarded. During a free throw, opposing team members 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 a foul shot, the ball will be placed into play from the back-court line.

If a shooting foul occurs behind the two point line, a player will be given one shot for two points. A non-shooting foul behind the two point line will allow one shot for one point.

Technical, intentional, and flagrant fouls may only be called by a court monitor:

- a. Technical Foul – A technical foul will be called for unsportsmanlike acts including profanity, foul language, taunting, baiting, or "trash talk". Taunting and baiting involves derogatory remarks or gestures that incite or insult a player. Trash talk involves deeply personal and verbal attacks aimed toward any person at the event. In extreme cases, the player may also be suspended from play and a coach or a fan removed from the court for either the remainder of that game or for the remainder of the tournament. The court monitor may also assess a technical foul if the monitor determines that a team is stalling in

the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

- b. Intentional Foul – An intentional foul is designed to neutralize an opponent’s obvious advantageous position. It is a foul, which based on the court monitor’s observation of the act, is not a legitimate attempt to directly play the ball. A foul shall be ruled intentional, based on the court monitor’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.
  - c. Flagrant Foul – 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 hopping 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 flagrant foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.
9. Stalling: Stalling is prohibited. Stalling occurs when a team is not actively attempting to advance the basketball toward the basket and shooting. It is a method used attempting to run out the game clock and preserve a win. Stalling is considered unsportsmanlike and will result in a technical foul.
10. First Possession: A coin toss prior to each game determines which team will obtain the first possession.
11. Scoring: All baskets made inside the two-point arc count for one point, and all made baskets from outside the two-point arc count for two points.
12. Length of Game: Game is played to a score of 20 within a 20 minute period with a minimum margin of victory of one point. If a score of 20 is not obtained within 20 minutes, but one team has a lead of 2 points or more, the game is then over and the leading team is declared the winner. If there is a 1 point lead or if the score is tied, an overtime period is awarded. During overtime each team will play to a target score of two points above the current lead team’s score. A coin toss will determine who first receives the ball out of bounds in overtime.
- a. Example of scores at beginning of overtime:
    - i. Score of 19 to 18: the first team to 20 points wins the game (games only go to 20 points)
    - ii. Score of 17 to 17: the first team to 19 wins.
    - iii. Score of 6 to 5: the first team to 8 wins.
    - iv. Score of 15 to 13: no overtime needed because of 2-point margin of victory.
  - b. Overtime will be a maximum of three minutes.
    - i. If neither team has hit the target score after three minutes, the team leading is the winner.
    - ii. If teams are tied after three minutes, a sudden death possession is played. Coin toss determines which team gets choice of offense or defense.
      - 1. If team on offense scores, they win. If the defense gets a stop, they win.
13. Checked Ball: The ball must be “checked” by an opposing player before being put into play. The ball must be passed to begin play (no immediate shots). First pass (if outside the 2pt arc) is free for the offense.
14. Take-Back: The ball will be “taken back” on every change of possession, regardless if/if not a shot was attempted. Failure to take back results in immediate loss of possession and any points scored on the play. Take

back is defined as bringing one's whole body and the ball behind the dashed take-back line (not the sidelines or the 2-point arc), or top of the key extended if no take back line.

15. Ball Out of Bounds: A ball out of bounds will be in-bounded from the take-back line.
16. Boundaries: The boundaries will be marked on the court floor. The backboard (including its face, top, bottom, and sides) will be considered in-bounds.
17. Jump Ball: In the case of a jump ball, the first ball is awarded to the team who first lost the pre-game coin flip. Jump ball possessions will alternate thereafter. A new coin toss will be held to determine who has first possession in overtime.
18. Slam dunks: Slam dunks are prohibited at all times throughout the event, including warm-ups. Dunking is viewed as unsportsmanlike and will result in a technical foul.
19. Substitutions: Substitutions may only be made during a time-out or dead ball situation.
20. Time-out: Each team is allowed a single one-minute time out per game.
21. Player Injury: Court Monitor has the discretion to suspend play of an injured player for the protection of all players. If a player is bleeding or has an open wound, the player will be directed to leave the game and properly bandage the wound. A player with blood stained clothing or bandage must remove the stained/saturated material prior to re-entering the game. If it is believed that player lost consciousness during a game or is severely injured, the tournament will require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes the player to continue play in the tournament.
22. Game times: All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is to check the tournament table for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period to attend before a forfeit is enforced. All teams are encouraged to remain in contact with their court to observe the effect(s) of scheduling changes that could occur mainly due to unexpected delays.
23. Last words: Tournament officials shall have the power and authority to make decisions on any points not specifically covered in the Rules and shall also have the complete authorization to interpret intent and purpose of the Rules. Tournament officials also reserve the right to disqualify any team, player, or spectator for infractions of tournament policies, including the following: use of illegal players, false information, and unsportsmanlike behavior.