

QUICK VIEW

3-Minute Quarters	"Power-Ups" on Court	"On Fire" Rules	Less Foul Calls
And no time-outs.	For increased points!	After 3 consecutive shots made.	But sportsmanship is required!

FULL RULES

A. Teams

- Team roster size is 3-5
- This tournament is 3v3
 - There won't be any roster gender requirements
 - Teams must have 2 players from their roster to start a game or forfeit
- Pool Play then top 3 from each Pool make it to Tournament

B. Tournament Format

- Tournament starts with 3 games of pool play
- Results of pool play determines seedings
 - Tiebreakers:
 - Points scored
 - Point differential
- Single elimination until a winner is crowned

C. Game Format

- Equipment
 - Official size basketballs will be used
 - Players must wear sneakers
 - The following equipment is NOT allowed:
 - Jewelry that can swing or dangle (i.e. hoop earrings, loose-fitting bracelets or necklaces)
 - Hard braces unless properly covered on all sides

- Hats with hard brims
 - Sticky or slippery foreign substances on your body or the basketball
- Games
 - Games will consist of four 3-minute quarters. Running clock for the whole game.
 - There are no time-outs
 - Injury timeouts will be at the discretion of the Game Manager
 - There is 1 minute in between each quarter
 - There is no shot clock, but an obvious attempt to excessively kill the clock will result in a turnover after 1 warning
- Officiating
 - There will be Boondock employees present to help call out of bounds and blatant foul calls, but players both in the game and waiting to play will be asked to assist
- Overtime
 - If regulation ends in a tie, there will be up to two 3-minute Overtime sessions. If score is still tied, a “shootout” will determine the winner
 - Rocks/Paper/Scissor winner determines 1st possession
 - Each team possesses the ball once, whoever has the most points after that round (i.e 2-0, 3-2) wins. If still even, next basket wins

D. Starting Each Quarter

- Rocks/Paper/Scissor determines 1st possession of 1st quarter
- Team trailing at the end of each quarter starts with the ball the next quarter
 - If score is tied, whoever DIDN'T possess the ball at the start of the most recent quarter will get it to start the new quarter

E. Gameplay

- While standard points apply (3PT, 2PT, 1PT per foul shot), there will also be “Power-Up” spots on the court worth 4-8 points
 - The shooter must have at least a part of 1 foot touching the “Power-Up” mark on the court for it to count as that point total
- “On-Fire”: When a single player makes 3 consecutive shots, they are considered “On-Fire”

- This is 3 consecutive shots for EITHER team within a single quarter
- After the 3rd shot is made, the “On-Fire” player immediately gets to shoot as many 1 point shots from just inside the free throw line as they can in 10 seconds (game clock still runs). 10 seconds start as soon as the player lines up for the first attempt.
 - Opposing team stands behind the 3pt line
 - It’s the teammates’ responsibility to rebound and return the ball to the shooter
 - After the 10 seconds is up, the ball returns to the opposing team to start their possession out of bounds just like after a made shot
 - For the end of a quarter, the “on-fire” player shoots for 10 seconds or until the quarter ends, whichever occurs first
- There are out of bounds but players are expected to be honest and help with calls. Clock WON’T stop, and players must inbound the ball in a reasonable time
- Substitutions only allowed in between quarters or in the case of injury

F. Fouls (and other things you can’t do)

- While the goal is to reduce our foul calls, we aren’t cavemen so some fouls will be called! It will be less than a standard basketball game, however.
- Fouls should only be called for BLATANT contact. This will be at the staff’s discretion!
 - Reach-ins, hand-checks, ticky-tack fouls will NOT be called
 - Drawing an offensive foul will NOT be called, so get out of the way!
- 1st blatant foul in a single possession (regardless of the number of shots taken) will result in side out. 2nd blatant foul is 2 free throws
 - Foul in the immediate act of shooting (no continuation) will result in 2 free throws
 - There is no set number of fouls resulting in someone fouling out unless the below occurs
- **Because of these rules, players are expected to avoid fouls, respect their opponent, and exhibit sportsmanship**
 - Failure to follow this rule and continuing to be “overly aggressive” will result in ejection from the game after 1 warning. 2nd ejection is removal from the remainder of the tournament

Other Infractions	Result
5 second violation (inbounds)	Ball changes possession
Traveling	Ball changes possession
Double Dribble	Ball changes possession
Killing the clock	Ball changes possession
Goaltending	Ball changes possession
Fighting	Immediate ejection from the tournament, possible suspension and expulsion from current and future Boondock Sports activities
See code of conduct below for more unacceptable behavior	

J. Facility Rules

- No alcohol or drugs
- Must wear proper clothing and footwear
- No food in the gymnasium
- No drink on the court unless water
- No profanity or arguing
- No defacing or striking the facility
- Pick up your trash

K. Boondock Sports' Code of Conduct

All tournaments, leagues, and events hosted by Boondock Sports are meant to be both enjoyable and safe for all of its participants. Therefore, participants in Boondock Sports' tournaments, leagues, and events must follow a code of conduct. By participating, you are agreeing to:

- Be respectful of your teammates, opponents, referees, Boondock Sports' directors and officials, and any facility or field personnel
- Be honest during the game to enable a fair experience for all involved
- Exhibit sportsmanship towards your opponent
- Refrain from verbal or physical threats or harassment
- Avoid inappropriate, disruptive, disorderly, or illegal behavior or conduct
- Follow the rules of the specific facility or field being used
- Avoid drinking alcohol or showing up intoxicated at the event

Boondock Sports LLC reserves the right to exclude anyone violating the above code of conduct for any portion of a tournament, event, or league without refund of money. In some cases, excessive violations of one or all of the code of conduct may result in banning from future activities as well.

RULES ARE SUBJECT TO CHANGE