

Brown County 4-H

3 on 3 Basketball Tournament Rules

In the spirit of 4-H try to play all players equal time. This tournament is for fun. Please allow **everyone to play.**

1. **Team Roster:** Only the players listed on the registration form will be allowed to play. Players can play on only one team and must be a 4-H member by March 1 of the current year. Teams can be all girls, all boys, or co-ed. Clubs can combine with other clubs to form teams as long as the intent is **not** to form a super team.
2. **Divisions:** There will be three divisions – Junior (grades 3-5); Intermediate (grades 6-8); Senior (grades 9-4-H graduation). Players can move up to a higher division, but **cannot** move down to a lower division.
Please note: If playing in both basketball and bean bag we are asking that you stay in the same division for both events (i.e. If a member is in 5th grade and playing up to the intermediate division for basketball, they will also need to play in the intermediate division for the bean bag tournament.)
3. Junior and intermediate teams must have one adult to manage the team and insure substitutions.
4. Each team will be guaranteed 2 games.
5. All divisions will use girl's size basketballs.
6. No jewelry (earrings may be taped) or bobby pins, hair clips, etc.
7. **Game Management:** One official will be provided per court. A 5-minute warm-up will be allowed before each game for the teams next up on that court. Games will be played to 21 points or 20 minutes, whichever comes first. All games will run on one central clock. Time out will be called with 10 minutes left in the game and again with 5 minutes left. Time-outs will be 1 minute and 30 seconds in length. First possession to start the game will be determined by a coin flip. Substitutions occur only during dead ball situations.
8. **Scoring:** Field goals will be scored as one point inside the 3-point line and 2 points outside the 3-point line.
9. The ball must be brought back outside the 3-point line and above the free-throw line extended on every change of possession, made basket, out of bounds, or violation.
10. The ball must be checked to the defense each time before being put into play, but not on a defensive rebound. When the ball is checked to the offense, by the defense, the instant it touches the offensive player's hands it is a live ball and can be passed, dribbled or shot.
11. A 12-foot free throw line will be used through the 5th grade.
12. **Personal Fouls:** No free throws are to be shot until a team has committed 6 fouls. Personal fouls before the 6th team foul will result in possession of the ball, and the basket (if made) when fouled in the act of shooting. Only possession is awarded when fouled not in the act of shooting before the 6th team foul occurs. On the 6th team foul, a bonus situation will be in effect (one and one). When in the bonus, if a player is fouled in the act of shooting and scores, he/she is awarded the basket, one free throw and NOT possession. A player fouled while shooting outside the arc, will be awarded two free throws, if shot missed and NOT possession. If fouled on a successful two point attempt while in the bonus, a player is awarded one free throw and NOT possession. All other foul occurrences while in the bonus will result in the one and one situation and not possession. These rules are designated to penalize and discourage rough play.
13. **Technical Fouls:** Technical fouls will result in 2 points and possession for the non-offending team. Any player or coach that receives 2 technical fouls in the tournament will result in disqualification from the tournament.
14. **Overtime:** In the case of a tie when time expires, 3 members of each team will shoot one free throw. The team with the most free-throws will be with winner. In case of a tie, the free throw process will repeat until there is a winner.
15. All normal rules of basketball will apply, including but not limited to traveling, carry, alternate possession on jump balls, and 3 seconds in the lane. The on-court official's decisions are not subject to appeal.