



**ARLINGTON HEIGHTS PARK DISTRICT**  
**YOUTH BASKETBALL 3 V 3 TOURNAMENT RULES**  
AHPD (standard basketball) rules apply except as modified below.

**COACHING:**

Only players may coach each other during games. **NO OTHER COACHING IS ALLOWED.** One adult per team may sit with the players and assist with substitution.

**PLAYER REGISTRATION/ROSTER CHANGES:**

Any team or player determined by the Tournament Director to have falsified age will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team. We will make every effort to place teams into divisions with players of similar ages. Depending on the number of registered participants, divisions may be combined.

Co-ed teams will play in the boys' divisions.

**Please check in when you have your complete team. All players must be on the team roster/waiver and every player on the waiver must have a parent signature.**

If you wish to add a player to your roster once the first game has begun, you must speak with the Tournament Director. Players may not be rostered on two teams in the same age group and competitive level.

**BRACKET STRUCTURE:**

Bracket structure is determined by the number of teams registered. Possible brackets include: pool play into a single-elimination bracket, pool play only, or double elimination tournament. Each team is guaranteed two games. Teams will receive their schedule the week before the tournament. Schedules are subject to change up to and during the tournament.

**TIE BREAKERS:**

Tie breakers for the championship game are determined as followed:

1. Head-to-head matchup results
2. Points allowed total
3. Points scored total
4. Point differential total

**NUMBER OF PLAYERS:**

A minimum of three players, and a maximum of five players on a team. Players may only play on one team per division.

**SUBSTITUTIONS:**

Teams may substitute players in any dead-ball situation, regardless of possession. Teams **must** get the referee's attention prior to the substitution.

## **TEAM UNIFORMS:**

All players must wear shirts during play and each team must bring both a light and dark colored and numbered jersey/shirt. If both teams are wearing the same color, the home team must change. No jewelry is allowed, including earrings of any type, rope necklaces, and bracelets. Medical bracelets are allowed.

## **TOURNAMENT EQUIPMENT/GAME BALL:**

Tournament officials provide game balls. Ball size is determined by division.

## **Hoop Heights/Ball Size:**

1<sup>st</sup>/2<sup>nd</sup> Grade= 8ft (Ball Size= 27.5)

3<sup>rd</sup> Grade= 9ft (Ball Size= 28.5)

4<sup>th</sup>/5<sup>th</sup>/6<sup>th</sup> Grade = 10ft (Ball Size Official= 29.5- 5<sup>th</sup>/6<sup>th</sup> Grade Boys)

(4<sup>th</sup> grade Boys and 5<sup>th</sup>/6<sup>th</sup> Grade Girls =28.5)

## **SCORING:**

A field goal is worth one point. Any basket made from behind the bonus-point line will be worth two points. **CAMELOT GYM ONLY---** **PIONEER GYM COURTS DO NOT HAVE THE ARC** (The bonus point line is the three-point arc that is striped on the court.) A player must have both feet completely behind the line for the two points to be awarded.

## **CLEARING THE BALL:**

To start play, the ball must be checked in at the top of the bonus-point line. The ball must be passed in to start play. When the defending players gain possession of the ball (rebound or steal) they must clear the ball by bringing it past the bonus-point line. The player who clears the ball, either by dribbling or receiving a pass, must have both feet across the bonus-point line before the team switches from defense to offense. Offensive rebounds do not have to be cleared.

**FIRST & SECOND GRADE ONLY:** After a defensive rebound, the rebounding teams clears the ball to the top of the bonus-point line undefended.

## **Defense:**

All teams must play player-to-player defense. Zone defense is not allowed however, switching and double-teaming is allowed.

All jump balls will be awarded to the defending team.

## **FOULS AND VIOLATIONS:**

### **Shooting Fouls:**

- If a player is fouled while in the act of shooting, referees will award a free throw, whether the player makes the shot or not. If the fouled player makes the shot, one point will be awarded in addition to the free throw.
  - If the shooter makes the free throw, the ball goes to the other team.
  - If the shooter misses the free throw, the ball goes to the shooter's team.

### **Free Throws:**

All free throws will be dead ball free throws: the shooter will stand alone at the shot line, and all other players will stand behind the shooter and the bonus-point line. One free throw will be awarded per foul, whether the shot would have scored one or two points.

**Team Fouls:**

On the seventh team foul, the fouled team has the option of shooting the free throw or taking possession of the ball.

**GAME DURATION:**

- Games are played on half courts with one basket.
- Running clock does not stop for fouls.
- No time outs allowed.
- Game ends when one team reaches 15 points and is ahead by two points, or after 15 minutes (whichever comes first). Score is final after 15 minutes unless it is a tie. In the event of a tie after the 15 minutes, a coin toss will be used to determine possession of the ball. The next score will determine the winner.

**TOURNAMENT DIRECTOR:**

The Tournament Director has final authority regarding all issues.

**UNSPORTING BEHAVIOR:**

Any individual or team exhibiting unbecoming conductor toward another team, an official, or an AHPD representative risks forfeiture and possible removal from the tournament. Players and spectators who exhibit unsporting behavior will be banned for the duration of the event and must leave AHPD property. Abuse of the referee, verbal or otherwise, will not be tolerated. The referees and AHPD staff have the authority to eject any offending party. We are all here to play basketball and have fun.

**SITUATIONS OR OCCURENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**