



ARLINGTON HEIGHTS PARK DISTRICT YOUTH BASKETBALL 3 V 3 TOURNAMENT RULES

AHPD (standard basketball) rules apply except as modified below.

COACHING:

Only players may provide instruction to teammates during games. No sideline coaching is permitted from parents, spectators, or coaches. One adult per team may sit on the bench only to assist with substitutions. The bench adult must remain seated and may not provide instruction, feedback, or direction during play. Violations may result in warnings, technical fouls, or removal at the discretion of the Tournament Director.

PLAYER REGISTRATION / ROSTER CHANGES:

All players must be listed on the official roster/waiver and have a parent/guardian signature to participate.

Waivers will not be accepted electronically and must be submitted in person at check-in on tournament day. Teams must check in at the registration table with their complete roster present.

Any team or player determined by the Tournament Director to have falsified age or grade will be dismissed from the tournament. Players may not participate on more than one team in the same division. Divisions are based on the player's grade as of March 2026. Teams with players spanning multiple grades will compete in the division of the oldest player. Co-ed teams compete in the boys' division. Divisions may be combined based on registration numbers, with little to no notice. Roster additions after a team's first game require approval from the Tournament Director and are rarely granted, only for injury or extreme circumstances.

BRACKET STRUCTURE:

Bracket format is determined by the number of teams registered and may include: Pool play only, Pool play followed by single elimination, Double elimination. Each team is guaranteed a minimum of three games. Team schedules and gym assignments will be distributed to team captains no later than Thursday, March 12, 2026. Schedules are subject to change up to and during the tournament.

TIEBREAKERS:

If a championship game remains tied:

1. Head-to-head result
2. Fewest points allowed
3. Most points scored
4. Best point differential

If still tied, overtime procedures will be used as outlined in Game Duration.

NUMBER OF PLAYERS:

Teams must have a minimum of 3 players and a maximum of 5 players. Players may only play on one team per division.

SUBSTITUTIONS:

Substitutions are allowed during any dead-ball situation, regardless of possession. Teams **must** notify the referee before making a substitution. Only the designated bench adult may call out substitution names.

TEAM UNIFORM:

Shirts are required for all players. Each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the home team (listed first on the schedule) must change. No jewelry is permitted, including earrings, necklaces, or bracelets. Medical alert bracelets are allowed.

TOURNAMENT EQUIPMENT / GAME BALL:

All game balls are provided by tournament officials. Ball size and hoop height by division.

Hoop Heights & Ball Sizes:

1st–2nd Grade: 8 ft hoop | 27.5 ball

3rd Grade: 9 ft hoop | 28.5 ball

4th Grade Boys & 4th–6th Grade Girls: 10 ft hoop | 28.5 ball

5th–6th Grade Boys: 10 ft hoop | 29.5 ball

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:

All possessions begin with a check-in at the top of the bonus-point line. After a defensive rebound or steal, the ball must be cleared beyond the bonus-point line before a team may attempt to score. Offensive rebounds do not require clearing.

1st–2nd Grade Only: Defensive rebounds are cleared undefended.

DEFENSE:

All Ages: Man-to-man defense. No zone defense. Screens allowed. All jump balls are awarded to defensive team.

1st Grade: No stealing off the dribble. Stealing off the pass allowed. 1v1 only (no colored wristbands used). No double teaming.

2nd – 6th Grade: Steals allowed. Switching and double teaming allowed.

All jump balls are awarded to the defensive 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. The other team will then receive the ball after the free throw regardless of it being made or not.

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; clock does not stop for fouls. No timeouts permitted. 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, the game will go into an overtime. The overtime period will consist of a 2-minute running clock. There will be a coin toss to determine 1st possession of the ball. The team that is leading after the 2-minutes is declared the winner. In the event of a tie after the 1st overtime, there will be a 2nd overtime, which is a sudden death format. A coin toss will determine who starts with the ball. The first team that scores will be determined the winner. There will be no clock for this overtime.

SPORTSMANSHIP & CONDUCT:

Unsportsmanlike conduct toward players, officials, or staff will result in immediate removal. Abuse of referees will not be tolerated. Tournament staff and officials have authority to eject any individual. The Tournament Director has final authority in all matters.

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