

Massachusetts DeMolay 3X3 Basketball Tournament Rules

We will be using a modified version of the FIBA 3X3 rules

(http://www.fiba.com/downloads/v3_aboutFiba/3x3/3x3RulesOfTheGame.pdf)

How The Tournament is Run:

1. The tournament will consist of two (2) age brackets: 12-15 and 16-20.
2. The brackets will be sent out to the teams prior to the tournament.
3. Chapter may combine to form teams. They must contact the athletics director prior to the tournament.
4. Each team shall consist of four (4) players. 3 players on the court and 1 substitute.
5. Both teams shall warm-up simultaneously prior to the game.
6. A coin flip shall determine which team gets the possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
7. The game must start with 3 players from each team on the court.

Scoring:

8. Every shot inside the arc shall be awarded one (1) point. Every shot behind the arc shall be awarded two (2) points. Every successful free throw shall be awarded one (1) point.

Playing Time/Winner of the Game:

9. One (1) period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
10. However the first team which scores 21 points or more wins the game, if it happens before the end of regular playing time only (not in a potential overtime).
11. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of one (1) minute before the overtime starts. The first team to score two (2) points in the overtime wins the game.
12. A team shall lose the game by forfeit if at 10 minutes after the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

Fouls/Free throws:

13. A team is in a team foul situation when it has committed seven (7) fouls.
14. A player who has committed four (4) fouls must leave the game.
15. Fouls during the act of shooting inside the arc shall be awarded one (1) free throw.
16. Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.
17. Fouls during the act of shooting followed by a successful field goal shall be awarded one

(1) additional free throw.

18. Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.

Stalling:

19. Stalling of failing to play actively. (i.e. not attempting to score) shall be a violation.

20. The referee shall use his discretion when charging stalling fouls.

How the game is played:

21. Following each successful field goal or last free throw: A player from a non-scoring team will resume the play by exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

22. Following each unsuccessful field goal or last free throw: If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling)

23. Possession of the ball given to either following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

24. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

Substitutions:

25. Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. Inform the referees prior to any substitutions.

Time-Outs:

26. One (1) 30-second-time-out is granted to each team. A player can call the time-out in a dead ball situation.

Protests:

27. Any protests by any team, must be made to the Athletics Director. Remember the point of these tournaments are not just about winning but to showcase brotherhood as well.