

OPC 3-on-3 Basketball Tournament

REGISTRATION

1. Teams must register by paying the \$80 registration fee by December 4.
2. Rosters must be turned in before the end of registration.

PLAYER ELIGIBILITY

1. Teams may roster up to 4 people. Players must be registered on or before the beginning date of the tournament. No changes to rosters are allowed after the games have begun.
2. Team members may not currently be a member of any high school, jr. college, college, semi-pro, or professional team.
3. Identification for each registered player is required.

GAME RULES

1. Game time is forfeit time.
2. 3 players are needed to start a game, 2 players needed to finish.
3. A coin flip at the start of the game will determine first possession.
4. Game winner is the first team to score 16 points (win by 2) or team ahead after 20 minutes.
5. If the game is tied after 20 minutes, overtime will be played. First team to score wins in overtime.
6. Points are scored as follows: 1 point - inside the arc, 2 points - outside the arc.
7. The 3-point line is the "take-back" line.
8. On any change of possession, the offense must bring the ball past the take-back line before attempting a shot. **Both feet must be completely behind the line.**
 - a. Change of possession means any defensive rebound (including air balls), steals, made basket, or missed free throw.
 - b. If a team fails to take the ball back, and makes a basket, the score will not count, and the opposing team will get possession.
 - c. If the shot is missed, the ball is live and the ball must be taken back.
9. After a made basket or a dead ball situation, the ball must be checked by a defensive player to an offensive player.
 - a. The offensive player must have both feet outside of the arc, and the defensive player must have both feet inside the arc.
 - b. The offensive player must pass the ball in to start the play.
10. Substitutions can be made after any made basket or during any dead ball period.
11. If the ball is knocked out-of-bounds, and players cannot decide who last touched it, a coin flip will determine possession.
12. No DUNKING. This is a technical foul.

FOULS

1. Players will call there on fouls. The player who is fouled is responsible for calling the foul immediately in a clear, loud manner. All playing action will be stopped.
 - a. The team that was fouled will retain possession and must check the ball in to begin play.
2. If the foul is while shooting:
 - a. If the basket is made, the foul will be ignored, the score will count, and the opposing team will take possession.
 - b. If the basket is missed, the fouled player will receive 1 free throw.
3. If a defensive player calls a foul on himself (before the offense calls it), the offensive team may continue to play even if the defense stops. If the offensive team stops play, they retain possession and the ball must be checked to begin play.
4. On the 7th – 10th team foul:
 - a. The player fouled will shoot 1 free throw and the other team will gain possession after the shot (made or missed).
 - b. The ball must be checked in after the free throw.
5. After the 10th team foul:
 - a. The player fouled will shoot 1 free throw and his/her team will retain possession after the shot (made or missed).
 - b. The ball must be checked in after the free throw.
6. If the court monitor rules that a foul was flagrant or meant to cause harm, the fouled player will shoot 1 free throw and retain possession of the ball.
 - a. The offending player will be warned, and a second flagrant foul will result in his/her ejection from the game.
7. Any disputes over fouls will be settled in the following manner:
 - a. If the teams cannot agree on the validity of the foul, then the player who the foul was called against will shoot a free throw. If made, the foul is nullified and his/her team will get possession. If missed, the foul shall stand and the team fouled will retain possession.
 - b. No points will be awarded for a free throw made to settle the foul call.