

“DOWNTOWN FOR THREE” OFFICIAL RULES

1. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

2. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal -- even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. DOWNTOWN FOR THREE Administration retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

3. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in DOWNTOWN FOR THREE and the potential effects on their eligibility. DOWNTOWN FOR THREE is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

4. Bracket Types

Teams will be divided into tournament brackets according to its player's ages or school grades, heights, playing experience, and competition level, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. Each adult player is required to possess personal identification at all times during the tournament.

5. Fouls

In some brackets, players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed (please refer to points 5a, 5b, and 5c below for exceptions to this rule). After a foul shot, the ball will be placed into play from the backcourt line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors/officials will referee all games in brackets consisting of teams whose players are primarily entering grades 5 through 8 as well as all games in the adult Elite/Competitive Division.

a. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. The court monitor/official may also assess a technical foul if he/she determines that the team is stalling in the interest of preserving a winning margin. Stalling is a style of play in which a team does not actively attempt to advance the basketball towards the basket and shoot the ball at the basket. A technical foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line.

b. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on observation of the act by the court monitor, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line.

c. Flagrant Fouls

A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hipping in a manner, which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, savage, or abusive. A flagrant foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line. The player committing the foul will be suspended from play for the remainder of that game or for the rest of the tournament. A player cannot call technical, intentional, and flagrant fouls. The court official, court monitor or court marshal will make this call. Once made, the decision is final.

6. Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

7. Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Games are played to 20 points; win by one.

8. Length of Game - ALL DIVISIONS

The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The court monitor/official will stop play for a player injury and time-outs, or other unusual circumstance. If neither team has reached a score of 20 points, the court monitor shall stop the game after 25 minutes of play. If after twenty minutes the game is tied, the game will go into overtime. The first team to achieve a two point lead wins the contest. In all situations, the court monitor/official can declare a technical foul (see rule 10a) if the official determines that a team is intentionally stalling to run out the clock.

9. Checked Ball

The ball must be "checked" by an opposing player behind the backcourt line before it is put into play. The ball must be passed to begin play. The first violation will result in a warning from the court monitor or referee. Second and future violations will result in possession changes.

10. Change of Possession

The ball will change possession after scored baskets. There will be no "make it, take it" rule.