

# Makayla's Street JAM 3on3 RULES *(amended 7-2017)*

## K-2 MINI JAM RULES

1. K-2 hoop height is 8 feet
2. No Free throws. Ball to be checked on all fouls
3. Game time to be 2 10 minute halves
4. No stealing the ball on take back
5. Players may carry or dribble the ball, but once they stop moving they need to pass or shoot the ball. Obviously we will be more lenient with the younger children!

## GENERAL TOURNAMENT RULES BELOW

1. Number of **Players**: Each team may consist of a maximum of 4 players and a minimum of 3 players. A team has only 3 players on the court at any time. The first 4 signed in before the first game shall constitute as the official roster for that team. Each player may only play on one team. Players may not switch teams once the tournament begins. **TEAMS MAY NOT CHANGE THEIR TEAM NAME OR ROSTER WITHOUT PRIOR AUTHORIZATION.** All games must start with a minimum of 3 players on each team. A team with less than 3 players at game time (according to monitors watch) will have a ten minute grace period to field 3 rostered players. Failure to yield rostered players will result in a forfeit with an automatic 10-0 score. Any number of players (1, 2 or 3) may complete a game. Any team switching players after the first game sign in will be immediately disqualified from the tournament and all its games will be forfeited with an automatic 10-0 score.
2. Which team receives the ball first: A **coin toss** prior to each game will determine which team gets the ball out of bounds first.
3. Basket Height: 10 feet high for all teams except 3<sup>rd</sup> and 4<sup>th</sup> grade boys and girls, which will be 9 feet and K-2 boys and girls which is 8 feet.
4. Free throw shooting distance: 15 feet for all teams, except K-2 where there are no free throws.
5. The court referee Calls fouls.
6. **Intentional Fouls**: An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. It can also be ruled an unsportsmanlike act such as taunting, baiting or trash talk. 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. A player cannot call intentional fouls. The court referee or monitors decision is final.
7. **Flagrant Fouls**: The player committing the foul will be suspended from play for the rest of that game on the first offense, and from the tournament on the second. A player cannot call flagrant fouls. The court referee or monitors decision is final.
8. **Sportsmanship is both anticipated and expected.**
9. **Technical foul.** Coaches are responsible for their behavior, the behavior of their players and also fans. If the referee or court monitor is required to stop the game for **flagrant sportsmanship conduct**, 1 point will be awarded to the other team and the other team will have possession of the ball. It will be up to the court monitor and/or referee to make the final determination.
10. Most courts will have a designated coaching box. **Coaches must stay within this box during the game.** No coaches are allowed under the basket. No parents or other coaches are allowed to coach from under the basket. Teams will be assessed a technical foul (one point to the other team) after the first warning.
11. **Checked Ball**: The ball must be "checked" by an opposing player before it is put into play. The ball must be passed to begin play. There is no pressure on the passer on a checked or dead ball.
12. **Time-out**: Each team is allowed two 45 second time-outs per game. The clock will stop on the time-outs.
13. **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 will be played to **20 points.**

14. **Game Length and Target Score-Special Cases and Overtime Provisions:** This rule applies to all teams. If neither team has achieved a score of 20 points at the end of the scheduled time of **25 minutes**, the court scorekeeper shall blow the whistle signaling the end of game. If at that point a team has a lead of 1 or more points, that team is declared the winner. **Clock to stop on all whistles in the last minute.**  
If at that point of interruption neither team has at least a 1-point advantage, overtime provisions are activated. In overtime, the target score to win the game is adjusted from 20 points to 2 points. First team to 2 points wins. Possession goes to the team who would have had possession when time was called at dead ball.
15. **Dunking: Dunking is not allowed at any time**, including during warm-ups. Dunking will be construed as an unsportsmanlike act
16. **Change of Possession:** The ball will change possession after scored baskets. There will be no “make it, take it” rule.
17. **Jump Ball:** In a jump ball situation, the ball will first go to the team, which lost the opening coin toss, alternating possessions thereafter
18. **Ball Out-of-Bounds:** A ball out-of-bounds will be taken out from the backcourt line
19. **Taking It Back:** The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the dashed “take-back” line, not the sidelines or 2-point arc.
20. **Player Injury:** A player that is bleeding or has an open wound will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to reentering the game.
21. **Fouls:** One foul shot will be taken for each foul. **If the foul occurs behind the 3 point arc, 2 free throws will be taken.** On successful field goals the basket counts and no free throw shot is awarded. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the backcourt line.
22. **Championship Seeding Tie Breakers:** To determine seeding for championship round the tie breaker will be used as follows:
  1. Win loss record.
  2. Head to head competition.
  3. Net point spread of all games, max +10/game
  4. **In the event of a 3 way tie, the tie breaker will be point spread on the head to head games.**
  - 5.. A coin flip

**Indicates change from last year**