

Mustang 3 on 3 Challenge

Tournament Rules

Sportsmanship Policy

Good sportsmanship and cooperation are both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the basketball referee or other designated tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a basketball referee, tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Additional suspension for such acts will be determined by event organizers on a case-by-case basis. Decisions made by designated tournament officials are final and are not subject to review by video, other recordings, or other sources.

Player Information & Eligibility

Each team must have a minimum of three (3) players on their roster. A team may carry a maximum of five (5) players on their roster.

A. PRE-GAME

1. Any game may start and end with any number of players (3, 2 or 1) but the games will start on time as scheduled.
2. Games may start up to 15 minutes early, so all teams should arrive to their games at least 20 min before start time.
3. Both teams will warm-up at the same time prior to the start of the game.

B. TIME LIMITS/SCORING/TIME OUTS

1. Each game will be 10 minutes long.
2. Each ball possession is 15 seconds (shot clock)
 - If a game clock is not available, 15 second possession clock is to be done by game official or game table, calling out the LAST FIVE seconds.
3. Each game will be played up to a score of 15 points.
4. One (30) second time out per team.
5. Initial possession by coin flip – winner decides to take ball, or not, in order to get the ball in possible overtime
6. A field goal is worth 1 point.
7. A successful basket from behind the arc is worth 2 points.
8. First team to score 15 points and be 2 points ahead is the winner.
9. All games have a 10-minute time limit, and the clock will only be stopped during time-outs and injuries.
10. The team leading at the end of 10 minutes will be declared the winner.
11. If the 10-minute game time expires and the teams are tied, the referee will give possession to the team that lost the first coin flip.
12. First team to score two points in overtime wins.

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C. LIVE BALL/DEAD BALL/POSSESSION

1. A coin flip before the game will determine the first possession.
2. The ball will change team possession after each made basket.
3. Jump balls will be called by the referee and possession will go to the defense.
4. The ball must be checked by the opposing team before each possession begins.
5. All possessions will begin at the top of the court outside the arc.
6. After each change of possession, the ball must be “taken back” behind the arc.
 - **“Taken Back”** means both feet and the ball must go behind, and contact the playing surface behind the arc.
7. If the defensive team steals or blocks the ball, it must return the ball behind the arc (By passing or dribbling).
8. A player has five (5) seconds to complete a free throw attempt.
9. Possession following a dead ball is check ball exchange behind the arc or top of key

D. FOULS AND FREE THROWS

1. Foul Shots for each shooting foul (unless behind 3pt arc) is worth 1 foul shot.
2. Foul Shots for each shooting foul beyond the 3pt arc are worth 2 foul shots.
3. Non-Shooting Fouls are possession until 7th team foul.
4. Penalty for team fouls 7, 8, 9 is one (1) free throw.
5. Penalty for team fouls 10 or more is two (2) free throws.
6. Penalty for unsportsmanlike foul is two (2) free throws and ball possession, and it counts as two (2) team fouls.
7. Technical fouls will result in one (1) free throw and the shooting team will maintain possession. Each technical foul will be counted as a team foul.
 - The referee will determine technical fouls.
 - Two technical fouls on one player is an automatic ejection from the game.
 - A technical foul for fighting is an automatic ejection from the tournament.
8. Players have unlimited number of personal fouls and cannot foul out.

E. SUBSTITUTIONS

9. 1. Any team is allowed for substitution when the ball becomes dead and prior to the check-in ball or free throw. The substitute can enter the game after his/her teammate steps off the court and establishes a physical contact with him. The substitution can only take place behind the sideline and the substitutions require no action from the referees or table officials.