

**HOOPIN' AT THE DOME 3 ON 3
RULES & REGULATIONS**

GAME RULES:

SCORECARDS:

1. Captains from each team are required to report to the court monitor prior to the start of the game to complete scorecard information.
2. Only registered team players will be allowed on the court to play.
3. All games must start and finish with at least 2 players on each team.

SCORING / CLOCK MANAGEMENT:

1. The game will consist of 15 points scored or a 15 minute running clock except during time-outs. A coin flip will determine first possession. The alternate possession rule will be in effect after the coin toss.
 - A. All baskets will be 1 point unless clearly shot from behind the 19' 9" line. Baskets made from behind this line are worth 2 points.
 - B. If neither team has reached 15 points by the end of the 15 minute regulation, the team with the most points at the end of the time limit will be declared the winner.
 - C. If the teams are tied at the end of regulation, a 2 minute, running clock overtime will be played to determine the winner (no cap of 15 points). If no winner is determined after one overtime period, the second overtime will result in sudden death. A coin flip will be used to determine first possession at the start of each overtime.
 - D. Each team is allowed 1 time-out per game (30 seconds in length).
The clock will stop during time-outs, and time-outs can be taken any time during regulation play. Teams will not have a time-out during overtime periods.
The clock will stop in the event of an injury.
 - E. The court monitor will be the official time keeper and scorer.

"TAKING BACK", "CHECKING", BALL POSSESSION, AND FOULS:

1. The ball must be taken back behind the 2 point arc on each change of possession.
 - A. Change of possession includes a defensive rebound, made basket, "air ball" recovered by the defensive team, a turnover or a stolen ball by the defensive team.
 - B. Taking back means both feet of the ball handler must be behind the check line. Failure to do this will result in loss of possession.
 - C. After all out-of-bounds, defensive rebounds, fouls, and made baskets, the ball must be taken back to the top of the 2 point line and "checked". **"Checking" consists of bouncing the ball to the defense who then bounces the ball back to the offense.**
 - D. The ball must be passed in after being "checked" by the opposing team on a made basket or dead ball situation. If the ball is dribbled in, the ball must be rechecked then put into play, no change of possession should occur.
 - E. All protective mats attached to the portable basket will be considered out-of-bounds. The back side of the backboard is out-of-bounds; if the ball goes over the backboard or comes in contact with any of the basket supports, it is out-of-bounds. However, the sides and bottom of the backboard are in-bounds.
2. **Officials will call fouls and violations.**
 - A. Anytime a basket is MADE and a FOUL is called the basket counts and the defending team receives the ball.
 - B. Anytime a basket is MISSED and a FOUL is called the player who is fouled is responsible for checking the ball and putting it in play at the top of the 2 point line.
 - C. On or after the 5th team foul, if a player is fouled while shooting, 1 point (2 points if behind the line) is automatically awarded. If the player made the basket they will only receive 1 point (2 points if behind the line). The team committing the foul will then receive the ball to be checked and put in play at the top of the 2 point line.
 - D. On or after the 10th team foul, and all fouls committed thereafter, 1 point (2 points if behind the line) is automatically awarded whether they are in the act of shooting or not in the act of shooting. If the player made the basket they will only receive 1 point (2 points if behind the line). The team committing the foul will then receive the ball to be checked and put in play at the top of the 2 point line.
 - E. **New for 2011** If any individual player **commits 4 personal fouls**, he/she is to be considered "fouled out" of that game and must leave the court. The player will be allowed to play again once a new game for their team starts.

- F. **Intentional/Flagrant/Technical Fouls** will result in ejection from the game and award the opposing team two points and the ball. A second offense will result in ejection from the tournament.
3. **NO DUNKING ALLOWED AT ANY TIME.** If this occurs, point and possession will be lost. Dunking during Pre-game will result in a technical foul.
 4. Any player or fan involved in fighting or continuous misconduct during a game (including: abusive behavior and/or language; flagrant and/or excessive fouls; rough play; and abusive behavior toward the court monitors, tournament officials, event staff and all other players) will be disqualified from the tournament. **NO EXCEPTIONS AND NO REFUNDS!!!** All disqualified players or fans must leave the tournament site.
 5. Stalling during a 3 on 3 game defies the principles of street basketball. An unwritten 30 second clock is in effect at all times, and may be enforced by the court monitor at his/her discretion. Failure to attempt a shot in 30 seconds, after being warned once by the court monitor, will result in a loss of possession.
 6. No "camping" in the 3 second lane area. Even though the lane is not marked on the court, posting up in the lane area for longer than 2 seconds is prohibited.

GENERAL RULES:

1. Each team is required to provide a game ball.
2. Teams using players' not officially registered or using falsified information on rosters will be automatically disqualified from the event, and will not receive a refund.
3. Information pertaining to on court activities:
 - A. Play can be stopped for safety reasons by event staff or court monitors with the existing score declared final.
 - B. Each team consists of three players with one or two substitute (s) per team. (A substitute is not mandatory.) Substitutions may be made only on dead ball situations. (Including checking the ball, and time-outs.) All games must start and finish with at least two players on each team.
 - C. Players may appear on only one roster. Players may be required to present proof of identification (driver's license or birth certificate) at tournament check-in and upon request throughout the tournament.
4. Teams are encouraged to wear matching colored shirts with numbers on the back.
5. Teams are allowed to warm up on open courts when availability allows.
6. Teams are expected to be ready to play at game start time. ***Forfeit time is 3 minutes after scheduled start time, providing both teams are done with their previous game.***
7. Age determining date will be the date of the tournament.
8. NCAA guidelines state that no more than two (2) student-athletes from the same Division I institution may participate on the same team. There are no restrictions on the number of student-athletes who may participate from Division II or III institutions. Athletes should check with their schools concerning eligibility. Hoopin' At The Dome cannot be held responsible for determining an athlete's eligibility. **PLAYER ELIGIBILITY IS EACH ATHLETES RESPONSIBILITY.**
9. The event staff reserves the right to do one or all of the following in the event of inclement weather:
 - A. Delay games until weather conditions allow resumption of play.
 - B. Reduce the number of games to complete the tournament.
 - C. Move the event indoors to various facilities.
10. The tournament committee is the final authority on all matters regarding rule and regulation disputes. Any areas or matters not specifically covered within the rules will be at the sole discretion of the tournament committee.
11. Athletes are responsible for their own medical coverage.

WHEELCHAIR RULE MODIFICATIONS

1. The chair is considered a part of the player. General rules of contact in basketball apply to wheelchair basketball.
2. Players must dribble once for every two pushes of their chair, regardless of directions. Taking more than two consecutive pushes constitutes a traveling violation. A player, may, however wheel the chair and bounce the ball simultaneously just as an able bodied player runs and bounces the ball.
3. Out of Bounds- a player is considered out of bounds when any part of the player's body or wheelchair touches the floor on or outside the boundry.
4. If a player, at any time, falls out of their wheelchair all play stops for the safety of the player.
5. Physical advantage foul- a foul will be assessed and possession of the ball will change in the event a player gains an advantage from their physical ability (i.e. standing, leaving their chair voluntarily).