

Anubis Sports League  
Women's 3v3 Basketball Tournament Rules

The 3 on 3 tournament is double elimination. The team to emerge from the 'Runners' Up' must beat the team from the 'Winners' Bracket' to be crowned the champion.

Brackets for each division will be displayed the entire duration of the tournament. Teams are encouraged to show up prior to the start of their first round game in the case the games move along quickly.

**Prior to the Game**

Each team must have three to four players on its roster, who have registered and paid for the tournament BEFORE their team's first game. All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with at least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one player, that team will be forced to forfeit.

No Make It Take It

The ball changes possession after each scored basket, with the exception of...

A 'make it – take it' shot prior to the start of the game will determine which team has the initial possession.

**Throw In/Starting Play**

The ball must be thrown (not dribbled) in from the check box (top of the key, BEHIND the 3 point line). First Violation: Warning from the referees or court monitor Second Violation: change of possession

**Length of Games**

First team to score 15 points, or once the 15-minute running time clock reaches 0, whichever happens first, will determine the winner. Once the time is up and 15 points isn't scored by either team, the team with the most points wins the match. The only time the running clock will stop is during time-outs.

Championship Games in each bracket: 1st team to 15 points, with 15 minutes running clock.

**Overtime**

If the score is tied at the end of the 15 minutes, the game goes into overtime. A “make it – take it” shot determines which team has the initial possession. The game winner is the first to score 3 points in the overtime period.

### **No Ball Stalling**

No ball stalling is allowed. The referee or scorekeeper may institute a 20 second shot clock at any time. After a team has been warned about ball stalling, and failure to attempt a shot within 20 seconds will result in the loss of possession.

### **Jump Balls**

All jump balls become the possession of the opposing team that won the initial possession, and then alternates.

### **Time Outs**

Each team is allowed two 45-second time-outs per game. The running clock will only stop during time-outs.

### **Taking the ball Back**

When in play, the ball must be “taken back” on each change of possession, including airballs. “Taking it back” means BOTH feet must be behind the two-point arc. Failure to “take it back” is a violation.

First Violation: Warning from the referee or scorekeeper  
Any additional Violations: Change of Possession

3 Seconds violations are in effect.  
First Violation: Warning from referee or court monitor  
Any Additional Violations: Change of possession

### **Scoring**

Baskets made from inside the arc count as one point. Baskets made when the shooter has BOTH FEET behind the arc, count as two points. Scorekeepers or referees will call “two points”. If there is any doubt by the referees as to whether the made basket is worth one or two points, the basket will count as one point.

### **Free Throws**

Free throws count as one point. When fouled in the act of shooting, (only 1 free throw) is awarded to the fouled shooter whether or not the basket was made. All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball

from above the 3 point line. The shot shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the three point arc while the free throw attempt is being made.

### **Fouls**

Any time a basket is MADE and a foul is called:

- The basket counts and (1) foul shot is attempted.
- The referee or scorekeeper records the foul.
- Defending team receives the ball.

### **Personal Fouls**

The referee will announce each personal foul for recording at the scoring table. Each team member is allowed five personal fouls. Upon receiving the fifth personal foul, the player is disqualified, if the team has a substitute. If the team does not have a substitute, each foul after the 5th committed by that player is an automatic free throw + possession.

Team Fouls 1 through 7, Check ball, unless fouled in the act of shooting (see above)

Team Fouls 7+, One free throw, unless fouled in the act of shooting (see above).

Flagrant, Intentional or Technical Fouls

All intentional, flagrant and technical fouls result in one free throw for the player fouled AND their team retains possession and checks the ball at the check box.

These fouls also count as personals.

2 of these fouls in one game committed by one player results in ejection from the ENTIRE tournament.

### **Out of Bounds**

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.
- Hits the table, either of the side walls, or crosses 1/2 court.

All disputes/complaints must be brought to the Tournament administrator, by the team captain only.

Brea Lewis,  
Tournament Administrator

