



HILTON SELECT SUMMER SLAM 3-ON-3 RULES

BRACKETING

1. As a general rule, Teams are placed into male and female divisions according to pre-established age categories, as follows: 10 & under 12 & under 14 & under 16 & under
2. Any co-ed teams registered to play will automatically be scheduled in a male division based on criteria listed above.
 - The age of the players is determined as of the tournament date.
 - To ensure proper placement of team, all four (4) players must fit within the established age category. If a player does not meet the age requirement, your team will be placed into the category of the oldest player.
 - **SPECIAL NOTE: Every effort will be made to place teams into these age categories. Tournament directors will change or combine age categories only when not enough teams have entered to complete an age division. In a few instances, Tournament directors may have to create co-ed within these age categories.**

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line (approx. 16' 9") is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. First to 15 points wins by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
4. **All games will have a 20-minute time limit.** (The "official time" will be stopped only during
5. time outs—regular and/or injury.)
6. The team leading at the end of the **20-minute time limit** will be declared the winner.
7. If the game is tied after 20 minutes of play and no team has reached the required number of points to win the game, the
8. Official will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND FREE THROWS

NOTE: Technical Fouls are the only fouls that will result in free-throws before seven (7) team fouls have been committed.

1. Shooting fouls will be handled in the following manner (**on and after the 7th team foul**):
 - a. When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - b. When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.
 - **NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.**
2. Non-shooting fouls – on and after the 7th team foul – will be handled in the following manner:
 - a. If the free throw is made, possession goes to the defensive team.
 - b. If the free throw is missed, the offensive team retains possession.
3. All free throws are dead balls.
4. FREE THROW OPTION: in **any** free throw situations (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line for one (1) point, **OR** from behind the 2 point line for 2 points. **In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.** If the 2 point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (Exception: Technical Fouls).
5. All technical fouls will be counted as a team foul.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. **DEFINITION:** The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s).

This may include:

 - *A Contact Foul intended to hurt an opponent, fan or Official*
 - *Vulgar or verbally abusive behavior*
 - *Other misconduct deemed inappropriate by the Official (e.g. intentionally kicking the ball, etc.)*
2. **PENALTY:** A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.
 - *The Team Captain may designate the player to shoot.*
 - *The Offended Team will retain possession of the ball whether the shots are made or missed.*
 - *Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.*
3. **Fighting and/or 'Throwing a Punch'** automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
4. A Technical Foul will be counted as a Team Foul.
5. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other Tournament Official.

OFFICIAL DUTIES

1. The Official will call all fouls and violations.
2. One Official assigned per court.
3. The Official has absolute authority to control play on his or her court

PRE-GAME AND SCHEDULING

1. All games may start and be completed with any number of players (3, 2, 1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason (inclement weather, slow play, etc...). The final point of reference for scheduling procedures shall be the Bracket Area.
5. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time.
 - **SPECIAL NOTE: We suggest that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.**

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game.
2. If play is stopped by a teammate or Official to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

LIVE BALL/DEAD BALL POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the Official and will go to the defense. **(Not Alternating possession)**
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of bounds at the top of the court to begin play.
6. All fouls and violations will be played out-of bounds at the top of the court.
7. A ball out-of-bounds will be taken at the top of the court.
8. The ball must be “taken back” to the marked line on each court on every changed possession. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team.
9. “Taking back”, means both feet and the ball behind the take back line.
10. Any infraction of these regulations will result in loss of possession of the ball.