



Nickle Dickle Day 3 on 3 Basketball Tournament Rules

1. GENERAL

- a. NO DUNKING! Dunking at any time, including the warm-up period is against the rules. This may result in the disqualification of the individual.
- b. Court referees will be present to keep score, call fouls, act as a referee, and have final say in all disputes.
- c. The teams may play with a basketball of their choice. If teams cannot agree on a basketball, the referee will select the ball. There will be outdoor basketballs available if needed.

2. BRACKETS & ROSTERS

- a. All teams in all divisions are guaranteed two games, regardless of first game outcome.
- b. Official brackets with results are posted at the scorer's table. No other brackets are valid.
- c. All teams must have at least 3 but no more than 4 players registered. All games will start with 3 players on each team. Any number (1 or 2) may complete the game.
- d. Players listed on the roster are the only players eligible to compete on the team.
- e. One captain is expected to represent his/her team in case of disagreement or appeal.
- f. The 3 on 3 tournament officials have the right to limit the number of teams in the tournament and/or reclassify team in brackets.

3. TIME

- a. Both teams will warm up at the same time.
- b. Games start no later than 5 minutes past the scheduled time.
- c. A coin flip or rock/paper/scissors will start the game.
- d. All games are 20 minutes running time. If tied, there will be a 1-minute overtime period. If still tied, a second 1-minute overtime period will be played. If still tied, the game will go into sudden death overtime. Coin flip will determine possession in all overtime periods.
- e. The team that is ahead at the conclusion of any overtime period will be deemed the winner.
- f. Each team is allowed 2 (two) 45 second timeouts. Timeouts stop play, but the game clock continues to run. Timeouts in the last 2 minutes stop the clock.
- g. NO STALLING! There will be an approximate 30-second shot in effect at all times. Failure to shoot in a 30-second period will result in a loss of possession.

4. SCORING

- a. All games under 20 minutes are to 15 points, must win by 2.
- b. All baskets count as one point except for shots made from behind the two-point line.
- c. Shots made from behind the two-point line count as two points. Both feet must be completely behind the two-point line for the basket to count as two points.

5. FOULS

- a. No unnecessary roughness.
- b. Fouls will be called by the court referee.
- c. Free throws are not awarded on fouls until a team commits their 7th foul. If a team commits a 7th foul in one game, the opposing team will earn one free throw. It is NOT a live free throw. If the free throw is made, the team that committed the foul takes possession of the ball at the top of the key. If the free throw is missed, the team that shot the free through maintains possession at the top of the key.
- d. All free throws are worth one point unless the shooter is fouled in the act of shooting a two-pointer. In that specific case the player shoots a no-pressure free throw worth two points.
- e. If a player is fouled in the act of shooting and makes the shot (7th foul or after), a no-pressure free throw is awarded.
- f. If unnecessary or excessive fouls continue, the referee may impose a technical foul. Technical fouls will be 2 points and possession of the ball.
- g. Under no circumstances will the tournament tolerate rough play and/or abusive language. Players displaying this type of behavior will be assessed a technical foul and/or dismissed from a game and/or the tournament.

6. POSSESSION & SUBSTITUTION

- a. The ball changes possession after a score.
- b. The ball must be taken back to beyond the two-point line after a score or a change of possession. Failure to take the ball back beyond the two-point line will result in loss of possession and any points scored during that possession.
- c. After fouls or ball out-of-bounds, the ball will be checked at the two-point line.
- d. The ball is live off the check. Shooting, passing, and dribbling are all allowed.
- e. Jump balls go to the defense.
- f. Unlimited substitution, but only after a made basket or when the ball is not in play.

7. WEATHER

- a. Every effort will be made to play outside until weather conditions are deemed unsafe. If the outside courts are unplayable for less than one hour; selected games will continue and/or start in the gym, only family members of those playing will be allowed in the gym, and play will resume outside once courts are playable.
- b. The event will be cancelled with no refunds if outside courts are unplayable for 2+ consecutive hours.
- c. All weather-related communications are delivered via PA system and Twitter, Nickle Dickle Hoops (@NickleDickleBB).

8. SAFETY

- a. While every reasonable effort will be made to ensure the safety and integrity of the facilities provided, the 3 on 3 tournament officials, sponsors, Waconia Chamber of Commerce, and ISD110 assume NO responsibility for liability of stolen articles or personal injuries sustained by participants.
- b. By registering for this event, you hereby release and hold harmless the sponsors, promoters, and all other persons or entities associated with this event from and against any and all losses, damages, claims, causes of action, or liabilities of any kind arising from, or related to, your participation and attendance in this event.