



iHoop Nation

3 v 3 Rules

PLAYER CHECK IN: All players must have proof of grade. All players will check in at the front lobby upon arrival. When checking in, players will need to provide the division they are in, team name, and PROOF OF GRADE with a PHOTO ID (ex: school ID, yearbook, or screen shot of PowerSchool/Infinite Campus will suffice). Documentation must have grade, name, school year, and picture. Birth certificates are NOT proof of grade. Once the team has played its first game the team's roster is locked.

COACHES BANDS: There is only 1 coaches' band per team for this event.

MISCELLANEOUS:

Disruptive, rude, unsafe, or threatening behavior towards officials, staff, other fans, players, & coaches will not be tolerated. Display good sportsmanship & set a good example for all. All violators will be removed from the event. Zero Tolerance. All other iHoop Rules, policies and procedures are still in effect.

BASIC TOURNAMENT RULES:

Length of Game: 25-minute time limit

Scoring: First to 20 (win by 2) or first to 25 (straight up)

Overtime: Overtime is 1-minute; Defensive team from last possession at the expiration of regulation will have first possession at start of overtime; First team to score wins.

Timeouts: Two (30sec) time outs per team per game

Scorekeeper: Each team must provide a scorekeeper, or their game is a forfeit.

Coaches: Only one Coach per team allowed on the bench.

TERMINOLOGY & ADDITIONAL RULES:

-"Check it up": Take the ball to the top and the ball is bounce passed between the defense and the offense. Once the ball is returned to the offense, the ball will be live. On all out of bounds, violations, and made shots, the ball will be checked in from the top of the court behind the marked Blue Line.

-"Take it back": On defensive rebounds, steals, turnovers, etc., players must "take it back" to the 3 point line, which means both feet and the ball need to establish position outside of the 3 point line. All defensive change of possessions must be taken back. Offensive rebounds DO NOT have to be taken back.

-"Shoot for it": One player will shoot for the possession. If they make it, they retain possession; If they miss it, the other team takes possession. The "home team" (listed on the score sheet) will shoot for first possession. For overtime situations, the defensive team at the time of expiration of regulation will shoot for first possession of overtime. The only time we Shoot for it is to start the game. This shot must be from behind the 3-point line.

-No "Make it, Take it": The ball will change possession after each made basket, as in a regular game.

- "Defensive 3 seconds" & NO ZONE DEFENSES: Just like offensive 3 seconds, defensive players will not be allowed to play help defense in the paint for more than 3 consecutive seconds. They must establish position out of the paint (reset) to re-establish defensive position in the paint. The spirit of this rule is to make sure kids aren't camping out in the paint, to increase freedom of movement, and all kids develop the ability to play defense on the perimeter.

- 1's & 2's (& "Big3 3-point Shot"): The games will be played by 1's & 2's (within the 3-pt line is worth a 1, outside the 3-pt line is a 2). We will also have "Big3" boxes marked on the floor at approximately NBA-range that will be worth 3 points. KIDS MUST HAVE AT LEAST 1 FOOT TOUCHING THE BIG3 4-POINT BOX WHEN THEY START THE SHOT.

- "Free throws": Bonus free throws start at 7 team fouls. If fouled during shooting a 3-pointer or a Big3 4-point shot the player will be awarded two free throws shots or an additional one shot if the original shot was made during the foul.

- "Possession to the defense": The defense takes possession of the ball after all made shots.

- Technical, Flagrant, and Intentional Fouls: 1 point will be awarded to the offended team and possession of the ball up top. Players will be removed from event after 2nd technical foul is called.

- "And 1" Foul shots: Player fouled while making a basket, will receive one extra shot from the foul line for 1 point.

- Time limits & Score-keeping: All games have a 25-minute time limit. Each team will get 2 timeouts per game. We will use 1 clock per court to ensure all games run on time. Overtimes are 1-minute. Jump ball possession arrow will determine who get the ball first; First team to score wins.

- Benches: Benches are for the players on the team only and one coach per team. However, coaching from this position is not encouraged. The format of the 3v3 is to allow the players to learn to communicate and play.

- Spectators/Fans: All spectators and fans must sit in the bleacher area. No fans or spectators will be allowed to stand around the court. Any filming or pictures will have to be taken from the spectator areas. No filming or pictures will be allowed during the games from the game area, including the benches.

- Officials: CHSAA Sanctioned officials will officiate each game. There will be one official per court.