

**CHICAGO SPORT AND SOCIAL CLUB**  
**Basketball Tournament - 3 on 3 Official Rules**

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**OVERVIEW**

Games are played to 15 or 21 depending on number of teams within the division  
Scoring will be based using a 1 and 2 point system  
Each team is allowed (1) time-out per game

**BEGINNING OF THE GAME**

- Opening possession is determined by a coin-toss or odd/even call by the captains. Balls will be provided by the CSSC, and these balls only will be used during the game.

**POOL PLAY**

- Each division will be broken down into pools, pool size will be determined by number of teams within that particular division. Some pools may play on multiple courts.
- Teams will play each team within your pool throughout pool play, with the top two teams from each pool advancing to a single elimination playoff.
- Any team that drops out of the tournament, all previous games involving that team will not be counted.
- Ties within a pool will be broken based on the following tie-breaker system. (1.) Head-to-Head competition between teams that are tied (2.) Point differential from the games played between the teams that are tied, and (3.) Overall point differential from all games played by teams that are tied within their pool. In the case of a tie between 3 or more teams, the above criteria will still be used, evaluating games played between teams that are tied first.

**TEAM SIZE**

- Each team shall field no more than 3 players on the court at one time. Teams may have only one additional substitute (subs must be present all day).
- Teams may still play a legal game with a minimum of two players.

**SUBSTITUTIONS**

- There is no limit on the amount of substitutions per team. Substitutions will only occur during stoppages of play.

**GAME DURATION**

- All games are determined by the first team to score 15/21, and win by two (cap at 17/23) **OR** when the 20/30 minute time limit is reached. There will be a 20 minute limit for games played to 15 points, and a 30 minute limit for games played to 21 points.
- If the the 20/30 minute time limit is reached, the team with the most points is the winner.
- In the event of a tie at the end of the 20/30 minute time limit, teams will play the first one to score three points in the winner.
- All teams need to be available and ready to play right away in the case that a game ends before the time limit, we look to get the next game started righted away.

**SCORING/POSSESSION**

- Scoring will be by ones and twos. Two point field goals will be determined by a completed field goal from behind the “2-point line.” Free throws will be worth one point. There is no “make-it-take-it.” After a made basket the ball will automatically change possession.
- Teams must clear the ball past the 2 point line on any change of possession, this includes “air-balls” and steals. Teams must have both feet beyond the two point line for it to be considered cleared. If a

team fails to clear the ball, the 1<sup>st</sup> offense will result in a warning, 2<sup>nd</sup> offense will result in a turnover.

- Any “jump balls” will be awarded to the defense.

### **TEAM FOULS**

- The foul limit for a game to 15 is 8 fouls.
- The foul limit for a game to 21 is 10 fouls.
- A bonus situation will be awarded for surpassing the foul limit. After the limit is reached, the player that is fouled will receive one free throw.
- Free throws will only be shot once the foul limit is reached or an intentional, flagrant, or technical foul is called. There are no, “in the act of shooting” fouls prior to reaching the foul limit, then a change of possession.
- After any free throw (whether made or missed) there will be a change of possession, so there is no need to line up or rebound a free throw.
- Fouls when attempting a “2-point” field goal after the foul limit will result in 2 free-throws, then change of possession.
- Personal fouls will not be recorded.
- Any intentional or flagrant foul will result in the appropriate number of free-throws as well as retained possession by the offended team.

### **NCAA**

Normal rules and penalties of the NCAA apply unless exceptions have been made herein.

- The 2-point field goal is in effect if the court has a line marked, however a made attempt will result in 2 points.
- Dunking is ONLY permitted during games, and is prohibited during warm-ups.

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## **TOURNAMENT POLICIES**

### **REFS:**

Referees will not be provided by The Chicago Sport & Social Club for pool play. There will be a monitor on each court to get the games started, oversee the games, and make sure things are running smoothly. In the event of a discrepancy that cannot be resolved between the two teams, our staff will make the ruling and it will be deemed final. During the single-elimination portion of the tournament referees will be utilized. Referees have the power to remove any player(s) from a game/tournament or the facility if deemed necessary. The tournament, however, is run by the Chicago Sport and Social Club staff and a representative will be on-site to interpret rules and (together with the refs) will have final say in all rulings made by the on-court officials.

### **FORFEITS:**

Teams can still play a legal game with a minimum of two players. Game time is forfeit time. If you do not have the required number of players at the specified game time, our staff will deem it a forfeit and move on to the next game. Only Chicago Sport & Social Club staff will make determinations and decisions regarding forfeits.

### **WAIVERS:**

In order to participate in the tournament, each participant must sign the team waiver. Waivers will be provided and must be completed and handed in no later than the start of the first game.

**SPORTSMANSHIP:**

The purpose of Chicago Sport and Social Club is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the tournament. Abuse of officials, referees, and other staff will not be tolerated. CSSC reserves the right to remove a player from a game or a tournament if they are considered to be bringing down the quality of the tournament.

**FIGHTING**

**The CSSC will not tolerate fighting!** Fighting will be an automatic ejection from the tournament. Referees and monitors have the ability to eject a player that is deemed offensive to the staff or opposing team. Trash talking will not be tolerated.

**STAFF:**

To coordinate and run the tournament, our referees and/or staff will be available at all times to help the tournament run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, etc. please ask.