



## LOCKDOWN 3on3

### Rules, Regulations and Gameplay

#### Rules and Regulations

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the MNASE Lockdown 3on3 season.

Any question concerning these rules should be directed to the event staff.

#### Prior to the Game

- Each team must have a minimum of 3 players and a maximum of 5 on its roster.
- The names of these players must be on the registration form by the entry deadline.
- Additions and/or changes to any roster must be approved by tournament officials and completed prior to the start of the team's first game.
- No roster changes are allowed once a team has started their first game. A player is allowed to participate for only one team for the duration of the season.
- All players must sign the score sheet before each game and designate the team's captain/spokesperson.
  - The team captain will represent his/her team as a spokesperson at all times.
- 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 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 penalized 2 points per minute after the designated start time up to 20 points (ex. Game is scheduled at 1:30pm team is ready to play at 1:32, the score would be 4-0 in favor of the team on time). Game will be forfeited at 1:40pm.
- A coin flip prior to the start of the game will determine which team has the initial possession.
  - Home team is Heads
  - Away team is Tails

#### Starting Play/Throw-In

- The ball must be checked and/or passed in behind the three-point line after each basket is scored.
  - First Violation: Warning from the official
  - Subsequent Violations: Change of Possession
- The team that scored may place the ball inside the half court semi-circle to initiate the start of a check
  - This rule only applies if the ball has bounced 2 or more times after a basket has been scored
  - Team must set the ball inside the halfcourt semi-circle if this is done, both feet must be outside the semi-circle and ball must be placed on the ground to initiate the 5 second count
    - Failure to set the ball inside the semi-circle and step outside the semi-circle will result in 1 point being awarded to the opposing team
  - Opposing team will have 5 seconds to get to the ball and start play or the set team may begin play (with possession) without passing the ball in.

#### Game Play

- Length of Games: 20 Minute running clock. If a game is tied at the end of game play for round robin play, the tie will stand.



- If game is tied for an elimination game, an overtime will be played.
- Overtime will be 2 minutes in length. If still tied after the first overtime, a 2<sup>nd</sup> overtime will be played with the first team to score 4 points or more (ex. Team makes a two pointer and a three pointer = five points) wins the game.
- Substitutions may be made after a basket or an out of bounds play.
- If the game ends in a tie after regulation time there will be a one-minute overtime period. Possession will be determined by the home team shooting for ball.
- No make it or take it. The ball changes possession after each scored basket.
- Stalling: No stalling is allowed. The court monitor or event staff member may institute a 30-second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession and the defensive team being awarded 1 point.
- Jump Balls: All jump balls become the possession of the defensive team.
- Time Outs: Each team is allowed one 30-second timeout per game. The running game clock does not stop during any timeouts. No timeouts are permitted in the last three minutes of the game.
- Ball Clearance: When in play, the ball must be “cleared” on each change of possession. “Cleared” means both feet must be behind the three-point arc. Failure to clear the basketball is a violation.
  - First Violation is a warning from the court monitor.
  - Subsequent Violations will result in a change of possession.
- No Parking Zone: There is no 3 second rule, per se. However, the expectation is that players do not park in the key. Therefore, a 5 second rule where a player may not be in the key is implied
  - First Violation is a warning
  - Subsequent Violations will result in a change of possession.
- Scoring: Baskets made from inside the arc count as two points. Baskets made behind the arc count as three points. Official or Score-table will call “two points”, if there is any doubt on the location of the shot, 2 points will be given.
- Fouls: Players call their own fouls or teams will be assigned an official to oversee the game. A foul may only be called by the player on the court who was fouled at the time of the foul or by the designated official. If a foul is called, the ball will be taken out above the top of the three-point line.
- After the Game: The captain of both teams must sign the scoresheet to ensure the correct score is reported. If there is a discrepancy, the decision of the scorekeeper will be final.

### **Finale Tournament: Last Weekend of the Season’s Month**

The Finale Tournament will consist of the top 4 teams competing in a double elimination tournament, the seeding will be formatted based on the teams record with the top team playing against the bottom team and the middle teams facing off.

- Team Ranked 1<sup>st</sup> vs Team Ranked 4<sup>th</sup>
- Team Ranked 2<sup>nd</sup> vs Team Ranked 3<sup>rd</sup>

### **Finale Rules**

- A. The Finale Tournament will be hosted for 1 day, meaning all games will be played the same day.
- B. The games will be played back-to-back with a 15-minute resting periods between the conclusion of each game.
- C. Teams must lose 2 games during the tournament to be eliminated.
- D. Overtime will consist of 3 minutes;
  - a. Teams will be given on 30-second timeout during the overtime period.
  - b. Substitutions may be made after each basket and/or after clearing the ball with a check up
    - i. Subs must check the ball if they are entering the game.
- E. Teams that finish 5<sup>th</sup> – 7<sup>th</sup> will not qualify for the Finale Tournament.