

**TEAMS WILL BE RESPONSIBLE FOR KNOWING AND UNDERSTANDING ALL RULES BEFORE THEY STEP ON THE COURT.**

## **KASSEN CLASSIC 3 - ON – 3 BASKETBALL RULES**

### **STARTING THE GAME**

1. Scheduled game time will be forfeit time.
2. A coin flip will determine who gets possession of the ball first which will be conducted by the Official Scorekeeper. The winner of the flip chooses which half he wants the ball out of bounds first. The loser has the remaining option.

### **GAME STRUCTURE**

1. **The length of the game** will be two 8-minute halves, with a one-minute halftime.
2. **Timeouts** can only be called by the official scorekeeper for injuries.
3. **Substitution** is unlimited but permitted only when the ball is not in play, or after a made basket.
4. **Change of possession** - The "Take - Back" shall be at the top of the key behind the three point line. A player must pass the ball in from the take back line at the start of each half after a score or after a foul is awarded. On defensive rebounds or steals, the ball must be returned to the "take-back" line and the player in possession of the ball may pass or dribble the ball in. The ball changes possession after each made basket (No make it - Take it) (Taking back means the whole body and both feet must be behind the 3 point line).
5. **The ball does not have to be checked each time after a made basket.**
6. **Jump balls** go to the defensive team.
7. **Stalling** is not permitted. There will be an imaginary 30-second clock observed. The official scorekeeper will warn a team if this is abused. After the second, warning the offending team will lose possession of the ball.
8. In case of a tied score there will be **overtime**. First overtime is two minutes, second overtime is one minute and if needed a third overtime is sudden death, in which the next made basket determines the winner.

### **FOULS**

1. The players participating will call all fouls. Cooperation and sportsmanship is expected.
2. Flagrant or continuous misconduct by any player or team will result in forfeiture and dismissal from the tournament. The official scorekeeper will determine the flagrant foul.
3. The official scorekeeper will record team fouls.
4. Team fouls do not carry over to the second half.

#### **Before 5 Team Fouls**

Any common foul will result in loss of possession for the guilty team.

Any shooting foul if missed, the same team keeps possession.

If the basket is made, possession changes.

#### **5 or More Team Fouls**

Any common foul will result in a free throw for the offended team and retained possession.

Any shooting foul that is missed will result in two foul shots and retained possession.

A shooting foul on a made basket will result in the offended team retaining possession. If a dispute can not be settled by the teams, a coin flip will be conducted by the official scorekeeper. The winner of the flip retains possession.