



Danvers Indoor Sports 3v3 Basketball Tournament Rules

Tournament Structure:

1. Games are planned to start at the scheduled time. Teams will have a maximum of 5 minutes after game time to have their teams ready to play or forfeit the game.
2. Game length will be 15 minutes long unless a team gets to 15 points winning by 2. A 2 point field goal will count as 1 and a 3 point field goal will count as 2. Game clock will never stop and no timeouts will be given. There will be a 5 minute window between the next game.
3. Teams will consist of a minimum of 3 players and a maximum of 5 players. Teams may be coed if they choose so but must play in the male brackets.
4. Teams will play with 3 players on the court at all times. Games can start with only 2 players if need be.
5. Divisions and Subdivisions will be based on grade alone. Divisions will be the grade, and sub divisions will be made if team count is high. Parameters are set up in Dash for age as well.
6. Each game will start with a coin flip to determine who starts with the ball.
7. Substitutions will be made at a dead ball situations (made basket, after a foul, out of bounds)
8. Stalling will be deemed as a turnover and the ball will be given to the defensive team. Stalling will be called by the referee only if the offensive team is not making an attempt to score a basket.



9. Games can end in a tie after the buzzer has sounded. Games cannot end in a tie in the playoffs.
10. Playoffs will consist of single elimination. Overtimes in the playoffs will consist of 3 minutes. Coin flip will be utilized to see who starts with the ball. Teams can win by any amount in overtime.
11. Seedings will be based on:
 - a. Points: A win is 2 points, a tie is 1 point, a loss is 0 points.
 - b. Head to Head (This takes each team with the same number of points and separates them. We will then calculate how many head to head wins each team has within this group. The team with the most head to head wins within this group will be given the higher seed)
 - c. Least Scores Against (Accumulated throughout games)
 - d. Most Scores For (Accumulated throughout games)
 - e. Most wins
 - f. If we get passed most wins, a 5 minutes game will be played to determine seed.
12. After each made basket, the ball must be checked. Players need to be outside the arc for this to be possible.
13. Player that gets the checked ball cannot shoot it right away. They must either pass it or drive to the basket. If they shoot it right away, it will be deemed a turnover.



14. On every possession the ball needs to be brought back behind the arc. This includes missed field goals or air balls. A team that scores on an airball that was not brought back behind the arc will be a turnover.
15. The make it take it rule will not apply for this tournament. If Team A scores, Team B will be awarded the ball after.
16. Each game will be played half court with the half court line being out of bounds.
17. Every jump ball situation will give the ball to the defensive team.
18. Referees will make the foul calls. There will be no foul shots.
19. If a player receives 2 Technical fouls throughout the tournament, they will be disqualified for the remainder of that tournament.
20. Players can only play on 1 team in each age group.
21. If a team uses an illegal player at any point during the tournament, they will automatically be disqualified.

Player Conduct:

1. Technical fouls will be the result of, but not limited to, vulgar and inappropriate language, inappropriate gestures, as well as undue and intentional physical contact.
2. Fighting and/or threatening behavior towards a referee, or another player will not be tolerated. Fighting will result in a technical foul for each player involved, possible disqualification from the game, possibly an indefinite



suspension from the tournament, and possible expulsion from Danvers Indoor Sports.

3. Any threat of harm or actual physical contact by a player with a referee, or another player, will result in a suspension and possible ban from the tournament.
4. DIS withholds all rights to change these rules at any time based on the needs of the tournament.