



NIGHT UNDER THE LIGHTS 3-ON-3 TOURNAMENT OFFICIAL RULES & REGULATIONS

1. **Participant:** Must be legally registered, meaning they have agreed to the Night Under the Lights release and liability waiver and the sportsmanship policy. Go to www.bigskyballin.com/waiver.
2. **Eligibility:** All adults and youth players entering 1st grade or older may participate.
3. **Team size:** Each team may have a maximum of **5 players** and a minimum of three. Only three players per team are on the court at a time. For co-ed divisions, each gender must be represented on the court at all times. All games must start with three players, but can be finished with 1, 2, 3, or 4 players.
4. **Brackets:** Tournament brackets will be established based on information provided on the team entry form. Data on the form may be checked for verification. Submitting false data on the form is grounds for team dismissal. Adult players should have identification with them at all times during the tournament.
5. **Equipment:** Players may not wear a guard, cast, metal brace or other potentially dangerous equipment on an elbow, hand, wrist, finger or forearm. This includes equipment made of hard leather, plastic, metal or plaster that is covered with soft padding. Soft braces, sleeves and wraps will be allowed as long as they don't pose a danger to other players. Night Under the Lights officials may disallow any equipment that they believe poses a threat or danger to other players.
6. **Baskets & Balls:** All divisions will use ten-foot baskets except for 1st and 2nd grade divisions which will use 9-foot baskets. The intermediate sized ball will be used for all youth games for grades 1 through 6 and for all games involving female only divisions. A full-sized ball will be used for all other games.
7. **Fouls:** Court monitors will call fouls for all brackets. Fouls in the act of shooting will result in one free throw, except when the field goal is made. There will be no additional shots after a made field goal. During free throws, all players will stand behind the free throw shooter. Any taunting or trash talking to the free throw shooter may result in a technical foul. A change of possession will result after a free throw unless a technical, intentional or flagrant foul is called.
 - **Technical Fouls** - A team will be awarded two points and maintain possession of the ball if their opponent is called for a technical foul. Technical fouls will be called for unsportsmanlike conduct. This can include, but is not limited to, taunting, baiting, arguing with court monitors, throwing or kicking balls and similar acts. A technical foul may be called on players, coaches or fans. Insulting opposing players, court monitors or tournament officials will not be tolerated. Players, coaches or fans may be suspended from a game or removed from the tournament for unsportsmanlike behavior. The court monitor may also call a technical foul if a team is stalling with the intention of preserving a winning margin. This is a style of play in which the team in possession of the ball makes no attempt to advance the ball to the basket.
 - **Intentional Fouls** - An intentional foul is a foul designated to neutralize an opponent's advantage without making a play on the ball. An intentional foul can also be called when an opponent in the act of playing the ball causes excessive contact. Intentional fouls will be called by the court monitor or court marshal only. The offended team will receive one point and maintain possession of the ball.

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- **Flagrant Fouls** - A flagrant foul may be of a violent nature or an act that displays unacceptable conduct. It may or may not be intentional. It may involve inappropriate conduct such as striking, kicking, kneeling, undercutting an opponent in the air, hiping or pushing an opponent in a manner, which could cause severe injury. It could also involve dead ball contact or dialogue that is abusive, excessive or persistent. A flagrant foul results in two points for the offended team and possession of the ball. The player committing the foul will be suspended for the remainder of the game and possibly the tournament. Technical, intentional and flagrant fouls cannot be called by players. A court monitor or court marshal will make this call. Their decision is final and cannot be appealed. Please refer to the sportsmanship policy.

8. **Opening possession:** The initial possession of the game will be determined by a game of Rock, Paper, Scissors. The winner gets the ball first. The team that loses will receive the ball on the first held ball or alternating possession opportunity. Alternating possessions will continue for all held ball or jump ball situations.

9. **Scoring:** All baskets made from inside the arc are worth one point. All made free throws are worth one point. Baskets beyond the arc are worth two points. Games are played to 21 points, and win by one point. See Rule 10 for exceptions.

10. **Length of Game:** For all divisions, games end when a team reaches a score of 21 points, or the teams play 2-12 minute halves. The target score is 21 and a team **DOES NOT** have to win by two. The clock is only stopped during a two-minute halftime, or if the court monitor stops play for injury or other circumstances. If a score of 21 is not reached, the following criteria shall apply in determining the outcome of the game:

- If a team is leading at the end of the 24-minute time limit, that team is declared the winner.
- If neither team has a lead of one point or more, the overtime rule will be activated.
- Teams will play a 2 minute overtime to determine winner. If the game is tied at the end of the 1st overtime a sudden death free throw competition will ensue.

11. **Checked Ball:** All possessions will begin behind the backcourt line. This includes following made baskets, free throw attempts, balls knocked out of bounds, held balls, etc. The ball must be "checked in" by an opposing player before it can be put into play. The ball must then be passed into a teammate to begin play. At all levels, opponents who "check" the ball in must use sportsmanship in handling or tossing the ball to their opponent. Throwing the ball at the offensive player or similar conduct may result in a technical foul.

12. **Change of Possession:** The ball will change possession after all scored baskets and free throw attempts unless a technical, intentional or flagrant foul is called. There is no "make it, take it" rule.

13. **Taking it Back:** The ball must be taken back behind the back court or "take back" line for the possession to legally begin except in the following situations: **Ball DOES NOT have to be taken back on a steal, block shot or an airball!** Failure to take it back results in loss of possession and loss of any points scored during the illegal possession. Taking it back means a person's whole body and the ball must be behind the take back line. The two-point arc is the take back line.

14. **Boundaries:** The actual backboard, including its face, top, bottom and sides shall be considered in bounds. The basket structure, padding and structural supports will be played as out of bounds. Court tape will determine court boundaries.

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15. **Dunking:** Don't even think about it! Dunking is not allowed at any time, including warm-ups. Dunking will be considered unsportsmanlike conduct and a technical foul will be assessed. Any monetary damage costs incurred as a result of dunking will be the responsibility of the offender.

16. **Substitutions:** Player changes may be made only during a dead ball situation. Changes cannot be made while a ball is in continuous play.

17. **Player injury:** A court monitor has the discretion to stop play for an injured player. If a player is bleeding or has an open wound, they must leave the game and bandage the wound properly. Players must remove blood stained clothing or saturated bandages to re-enter the game. If a player has lost consciousness or is seriously injured during a game Night Under the Lights will require a written note from a medical doctor who has examined the player following the injury before that person can continue to participate.

18. **Game Times:** Game times will start at every half hour mark. There will be a whistle to start and finish the game. There will be 12 minutes of play, a 2 minute half and then 12 additional minutes of play. There are **NO** time-out. If the score is tied, please see overtime rule. If a team(s) is not at their court at game time, the opposing team will receive 1 point for every minute the team is late up to halftime. If the team has not arrive by halftime the other team is awarded the victory by the score of 12-0. This at the discretion of tournament officials.

19. **Other issues:** Decisions of Court Monitors and Court Marshals are final. **There is no appeal process!** Designated tournament officials shall have the power to make decisions on any points not covered specifically in the rules and regulations. These officials shall also have the right to interpret the intent and application of these rules. Night Under the Lights officials can disqualify any team or individual for the following:

20. **Use of Illegal Players:** The players listed on the team information form are the only players eligible to play on that team. Roster substitutions will not be allowed after the tournament begins. Prior to each game, all players must sign in on the scoring form that includes the liability and release waiver and sportsmanship pledge. Any team using a player that is not properly registered will be disqualified from the tournament.

21. **False Information:** The information provided on your team registration form or player change forms is designated to help us in setting up appropriate brackets. The information is expected to be both accurate and complete. Players who list inaccurate information on these forms can be disqualified from the tournament.

22. **Player Ages:** Teams must play in the division of the player that is the oldest on the team. For example, if a team has a 2nd, 3rd and 4th grader, the team has to play in the division which contains the 4th graders. No exceptions will be allowed.