

## HILLS BASKETBALL ASSOCIATION INC.

# HORNETS ACADEMY 3X3 TOURNAMENT

### 3X3 TOURNAMENT REGULATIONS

1. Teams must have numbered uniforms.
2. All teams must arrive at 10am on scheduled tournament date. First game to commence at 10.15am.
3. Scoresheets must be filled out at least 10 minutes prior to allocated game. Each team must provide one (1) scorer for their own game.
4. Entry Forms must be received Monday prior to each Tournament. Please note that early entries will receive priority as Tournament spaces are limited.
5. Entry Forms will not be accepted without entry fee.
6. Each team must nominate at least 3 players. **Only two (2) Representative Players per team.**
7. Only players nominated on Entry Form can participate in the 3X3 Tournament. Teams can replace players prior to competition commencing – alterations must be approved by Tournament Supervisor.
8. Minimum of three (3) games per team.

---

### 3X3 TOURNAMENT RULES

1. Other than those outlined below, standard basketball rules apply.
2. Each team shall consist of 4 players (3 players on the court and 1 substitute).
3. The game must start with three players on the court. Games can be completed by 2 or 3 players.
4. Both teams shall warm-up simultaneously prior to the game.
5. Games will be played in 7 minute halves with 2 min interval. Organisers reserve the right to alter the timing of games.
6. Each player is allocated four personal fouls only.
7. A team is in a penalty situation after it has committed 6 fouls per half.
8. Games will be controlled by one referee only.
9. The team listed first in the draw starts with possession in the first half. Second team in second half.
10. Each team is allowed one x 30 second timeout in the first half (clock does not stop). No timeouts in the second half. Any player can call the time-out in a dead ball situation.



**Hills Basketball Association Inc.**

Hills Sports Stadium | Fred Caterson Reserve | Caterson Drive | Castle Hill | PO Box 6426 | Baulkham Hills Business Centre | NSW 2153

Tel: 02 9894 8944 Fax: 02 9894 8127 Email: [info@hillshornets.com.au](mailto:info@hillshornets.com.au) Website: [www.hillshornets.com.au](http://www.hillshornets.com.au)

11. In the case of obvious injury, a one minute injury timeout is allowed at the discretion of the referee (clock does not stop).
12. In the event of a draw, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
13. In the event of a draw in a Grand Final a 3 minute extra time period will be played. Coin toss for possession.
14. Player substitution is permitted during any dead ball situation.
15. The team captain is the sole spokesperson for his/her team.
16. Referees decisions are final. There is no avenue of appeal.
17. The ball will change possession after scored baskets.
18. The ball must be taken to the "take back" area after a scored basket, violations & non-shooting fouls. Both feet and the ball must be totally within the "take back" area. Any infractions means loss of possession.
19. The ball must be passed or dribbled from the "take back" area, it can't be shot. Any infractions means loss of possession.
20. The ball must be "checked" on every dead ball (basket scored, violations). The defensive team may only hold the ball for 2 seconds while "checking". Defensive players are not permitted in the "take back" area after "checking" until the ball has been passed or dribbled. The offensive team must pass or dribble the ball from the "take back" area within 5 seconds.
21. Where the defensive team deflects the ball out of court, the offensive team will restart play with a throw in from that point.
22. If the ball is deflected out of court over the half way line, play will restart from the "take back" area.
23. On a steal or defensive rebound the ball must be taken behind the "3 point" line. Both feet and the ball must be completely behind the line. Defence is permitted and play may restart with a pass, shot or dribble.
24. Any player assessed with a Technical or Unsportsmanlike Foul during a game will be required to leave the court for a period of no less than 5 minutes playing time.
25. A technical foul results in one foul shot and possession.
26. Jump balls will go to the defensive team.
27. Continual fouling or misconduct will result in individual expulsion from the game (without replacement), or at the discretion of the "Tournament Supervisor", the entire team may be disqualified.



**Hills Basketball Association Inc.**

Hills Sports Stadium | Fred Caterson Reserve | Caterson Drive | Castle Hill | PO Box 6426 | Baulkham Hills Business Centre | NSW 2153

**Tel:** 02 9894 8944 **Fax:** 02 9894 8127 **Email:** [info@hillshornets.com.au](mailto:info@hillshornets.com.au) **Website:** [www.hillshornets.com.au](http://www.hillshornets.com.au)