2025 Sultan 3 on 3 Rules

1st/2nd grade divisions have special rules. See note at the end.

GENERAL

Team Captain

The captains of each team must check in with the score table before the start of the game.

Players

Number of players: Teams must have at least 2 players to start the game. A 3 minute grace period will be allowed before a forfeit with 2 players is declared (unless there was a scheduling issue by the tournament staff). You must forfeit with 0 or 1 players. Players may not play for more than 1 team in the same division. Failure to comply will result with team disqualification from the tournament. All team rosters are final after registration closes. It is ok for players to play on multiple teams as long as they are in different divisions.

Who Starts

Rock, Paper, Scissors before the game determines which team will get the ball first. The ball must be checked in by the defense and play begins after the first pass from backcourt. The 1st pass can happen anywhere on the court. The defense can't steal the 1st pass if it is made behind the 3 pt arc.

Dunking

No Dunking allowed at any time. Those dunking may be asked to leave the tournament.

Disputes

All decisions made by the Official or a Tournament Official are final.

FOULS

Who Calls

In Adult divisions players will call their own fouls (more specifically, the player who was fouled will call the foul). The Official may intervene as necessary. All divisions HS & Below will have the Official call the game.

Fouls (Shooting or non-Shooting)

"NO AND 1". All shooting fouls result in the fouled player taking *1 free throw if fouled inside the arc & 2 free throws if fouled outside the arc.* After the free throw/s, a change of possession will result, regardless of whether the free throw/s is/are made. On a non-shooting foul the team being fouled can choose to shoot a FT or take the ball at the top of the key. If the original play shot is made there is "NO AND 1". In the final 3 minutes all fouls will result in a free throw being shot. There will be no choice to take the ball up at top of the key.

Intentional

Intentional fouls are determined by the officials and will result in one free throw and possession for the offended team. Only the official can call an intentional foul.

Flagrant

A flagrant foul may be of a violent nature or an act which displays unacceptable behavior. It may also involve dead ball contact or dialogue which is extreme, persistent, savage or abusive. A flagrant foul results in one free throw and possession for the offended team. The player committing the flagrant foul is suspended for the rest of the game and may be expelled from the tournament, determined by the official and/or tournament staff. Only the official can call a flagrant foul.

Technical

Players, coaches, and fans must remain respectful to officials and opponents at all times. The 1st technical foul (for any 1 team, including fans/coaches) shall result in one free throw and possession for the opposing team. A 2nd technical foul will result in an automatic 1 pt and possession. A 3rd technical will results in 2 pts and the ball. A 4th technical will be a forfeit for the offending team.

GAME PLAY RULES

Score

Play to 20, "No win by 2". All made baskets inside the arc are 1 point. All made baskets outside arc are 2 points. The first team to score 20 points or the team with the highest score at the end of regulation, wins. "No win by 2".

Length

25 minutes. The time limit is announced by the MC & official. If there is a tie, the Overtime rule is in effect.

Overtime

The first team to score 2 points wins.

Example: If the score is tied at 12 at the end of regulation, the overtime final can only be 12 to 14 or 13 to 14.
If the score is tied at 19 at the end of regulation, the overtime final can only be 19 to 21 or 20 to 21.

Stall Rule

15 second rule. If a team is intentionally stalling, the Official will invoke the 15 second rule which means that a team has 15 seconds to attempt a shot or else forfeit possession.

Take Back

ANYWHERE behind the Arc. The ball will be considered "taken back" on any live possession change when the players entire body and the ball is ANYWHERE behind the 2-point arc, even the sides. If a team fails to take the ball back, play will be interrupted & the team with the ball will have to start possession with a checked ball at the Top of the Arc. At 6th grade and younger players will get “free backs” meaning the defense can’t steal the ball until the offense clears the ball past the line.

Check Ball In

All dead ball are checked in at the Top of the Arc. The defense shall not challenge an entry pass received in the back court (behind the TOP of the Arc) but can steal an entry pass if inside the 3 pt arc.

Possession

The ball will change possession after scored baskets. There is no "Make it take it" rule.

Jump Ball

Alternating possessions will be used for all jump balls.

Out of Bounds

A ball out of bounds will be checked in at the Top of the Arc. The basket structure, padding, supports and all court boundary lines are considered out of bounds.

2 Pt Arc

All made baskets behind the 2-point arc count as 2 points, all other made baskets count as 1 point.

Timeouts

1 - one min; except the last three min. Each team has one 1 minute timeout. No timeouts allowed during the last 3 minutes. No time outs allowed during overtime.

Sub players

Substitutions may be made during a timeout or a "dead ball" situation.

1st/2nd Grade Division Special Rules

Hoop= 8ft

FT Distance= 10 ft

2 Pt Arc= 16ft

Stealing= No stealing on the ball. You can steal on a pass only.

**All other rules will remain the same. The court monitor will also instruct on rules as 1st couple of games begin.