

Manawa 3-on-3 Tournament Rules

Pre-Game and Scheduling

- Teams may start/finish a game with 1, 2, 3, or 4 players. Only 3 players allowed on the court at once. The players (maximum of 4) who are on the final registration are the only ones eligible to play in the tournament.
- Teams must play in the age division of their oldest player. Players may play up an age division, but not down.
- Warm-ups will be allowed for 3 minutes before each game if time allows. Only team members participating in the next game will be allowed on the court during this time.
- Teams must be at their scheduled court at game time, even if the games are “running behind”. If a team does not show up by start time, they will receive a forfeit.
- No dunking during warm-ups or games. Anyone caught dunking may be dismissed from the tournament.

Officials

- One (or two) officials will be assigned to a court.
- Officials’ calls are final and any interpretations or disputes are settled by the court official.

Time-Outs/Substitutions

- Each team is allowed one 1-minute time-out per game.
- Player substitution may occur during any dead-ball situation and is dictated by the official.

Live Ball/Dead Ball Possession

- A coin flip will determine who gets the first possession.
- The ball will change possession after each made basket (no make it-take it).
- Jump balls will go to the defense.
- If the ball hits the base of the hoop or pole, it will be considered out-of-bounds.
- The ball must be checked by an opponent before it is put into play. The player must pass the ball in to a teammate while standing out-of-bounds at the top of the court to begin play.
- All common fouls, violations and out-of-bounds violations will be played out-of-bounds at the top of the court.
- The ball must be “taken back” to the “2 point” arc on every change of possession. “Taking back” means both feet and possession of the ball behind the arc. A violation will be called if a team fails to take the ball back.
- A team has 10 seconds to put the ball in play or a violation will be called.

Scoring/Timing

- A field goal is worth 1 point.
- A successful goal from behind the 20-foot arc will be awarded 2 points.
- Games will be played to:
 - 18 points and must be won by 2 points with a limit of 21 points “straight up” for 16 and up age groups
 - 15 points and must be won by 2 points with a limit of 18 points “straight up” for 15 and under age groups
- Games will have a 20 minute time limit. The clock will run for the first 19 minutes and only stop for time-outs or injuries. During the last minute the clock will stop at each dead ball. Officials will give periodic time updates and will count the last 10 seconds of the game verbally. If neither team reaches the required points, the team leading after 20 minutes will be declared the winner.
- In the event of a tie after 20 minutes, a coin flip will occur to determine possession. The team to score first will win.

Fouls/Free Throws

- Shooting Fouls will be handled as follows:
 - 1 free throw for a 1-point field goal or if shot was made (“and one”)
 - 2 free throws for a 2-point field goal
- Bonus (one free throw) will be shot on any non-shooting foul starting with the 7th team foul.
- Possession after a free throw will be handled as follows:

Shooting Fouls

- If the shot is good or any free throw was made, the defense will receive the ball.
- If the shot was not made and no free throw was scored, the offense will retain possession

Bonus

- Defense will receive the ball on make or miss

Technical Foul/Misconduct

- A technical or flagrant foul will result in 2 points awarded to the opposing team as well as possession
- Any severe misconduct, intentional or flagrant fouling by a team/player may result in dismissal from the game or tournament by an official.

Tie-Breakers

In the event of a tie in a pool or round-robin the following tie-breakers will be used to determine 1st place:

- 1) Least points scored by opponents
- 2) Most points scored
- 3) A sudden-death free throw contest until a winner is determined