

3 on 3 Unity Basketball Tournament Rules

Roster

- TEAMS MUST HAVE A MINIMUM OF 3 PLAYERS AND NO MORE THAN 6 ON THE ROSTER.

GAME RULES:

- EACH GAME WILL BE PLAYED TO 24 PTS OR 20 MINTUES WHIVEVER COMES FIRST. CLOCK STOPS IN THE LAST MINUTE.
- EACH PLAY MUST START CHECK BALL WITH THE DEFENDING TEAM AND PASS TO A TEAMMATE FROM THE MID-COURT CIRCLE (PLAYER CHECKING BALL IN MAY NOT DRIBBLE ON SCORE BEFORE PASSING THE BALL IN) TEAM WILL HAVE 5 SECONDS TO INBOUND BALL.
- DURING TOURNAMENT PLAY, IF A GAME IS TIED AFTER 20 MINTUES THE GAME WILL BE DECIDED BY THE FIRST TEAM TO SCORE 3 POINTS. A COIN FLIP WILL DETERMINE WHO GETS THE BALL 1ST IN OVER-TIME.
- SUBSTITUTIONS MUST BE MADE WHEN THE BALL IS NOT PLAY. AND MUST OCCUR BEFORE THE BALL IS CHECKED IN. REFEREES WILL MANAGE SUBSTITUTIONS. THE BALL WILL CHANGE POSSESSION ON SCORES.
- YOU MUST TAKE BALL PAST THE YELLOW LINE (BOTH FEET ARCOSS THE LINE) TO CLEAR ON ANY TURNOVER OR CHANGE OF POSSESSION. FAILURE TO CLEAR THE BALL WILL RESULT IN A VIOLATION SIMILAR TO BACT COURT AND THE BALL WILL AWARD TO THE DEFENDING TEAM.
- ONE POINT SHALL BE AWARDED ON A SHOOTING FOUL (BASKET MADE); OFFENSE RETANS POSSESSION OF BALL.
- ONE ADDTIONAL POINT SHALL BE AWARDED ON SHOOTING FOULS (BASKET MADE); DEFENSE TAKES NEXT POSSESSION.
- ONE POINT SHALL BE AWARD UPON THE 4TH TEAM FOUL (AND EACH TEAM FOUL THEREAFTER). OFFENSE RETAINS POSSESSION OF THE BALL UNTIL THE LAST TWO MINTUES OF THE GAME.
- DURING LAST TWO MINTUES OF THE GAME EACH FOUL WILL RESULT IN 2 FREE THROWS AND DEFENSE WILL TAKE POSSESSION. (SHOOTING FOUL RULES REMAIN THE SAME) IF A PLAYER COMMITTS 4 FOULS IN A GAME THEY ARE OUT.
- NO TIMEOUTS ONLY TIMESOUTS WILL BE OFFICIAL TIMEOUTS.

The logo for Yavapai College features the word "Yavapai" in a large, green, cursive script font. Below it, the word "COLLEGE" is written in a smaller, green, all-caps, serif font.