

Triple Threat Tourney

Rules and Regulations

- All games will be 14 minutes long. 7 minute halves.
- If the game is tied at the end of the 14 minute period, there will be an additional 3 minutes added to the clock for overtime..
- Teams will select one representative from their team to do a coin toss to determine who starts with possession of the ball.
- Substitutions may be made at any dead ball.
- Team uniforms / shirts with numbers are mandatory. (Taped Numbers are not allowed)
- Teams are awarded two 30 second timeouts and one 1-minute timeout per half. A total of 3 timeouts for each team per half.
- NO DUNKING. Players that dunk will be ejected from the game. If the dunk occurs during the second half; players will be ejected for the remainder of that game and the first half of the next league game.
- Men's Leagues will use the Men's regulation size ball.
- Any player receiving two (2) technical fouls in a game will be ejected from that game. That player will also be suspended from their team's next game. Any player ejected for fighting will be ejected from the game and dismissed from the league will be at the discretion of the league director.
- Any timeouts that are not used by the time the half is over will automatically be forfeited.
- All technical foul calls will result in 2 free throws.
- Any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession.
- Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.
- Clock is on running time for the duration of the game until the final 2 minutes of the game. In the final 2 minutes of the second half the clock stops after every possession and dead ball.
- The ball shall be returned to a point behind the check line after each change of possession as follows:
 - A. After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key ("throw-in area"). The ball must be advanced into play by means of a pass to a teammate. Violation of the throw-in area by the offense results in loss of possession.
 - B. After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The ball does not have to pass behind the 3-point line, only the player's feet.
 - C. The penalty for attempting a shot before returning the ball successfully behind the check line shall be loss of possession.



League Director:

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- D. The player who returns the ball behind the three-point line may maintain possession and attempt to score.