

MBA Fall Frenzy 3 on 3 Tournament Rules

Each team is scheduled to play a minimum of three games. There will be a concession stand available during the tournament. Please bring your own basketballs but remind your players that there is **No Dribbling** in the halls. Admission for spectators will be \$5.00 for adults and free for kids/players/coaches. All games will be played at the Central Cass High School, 802 5th St. North, Casselton, ND 58012.

- All teams should check for tournament schedule changes upon arrival.
- 1st and 2nd place teams in each division will receive medals.
- Games will be played to 20 points (straight up, **not** win by 2) for all divisions.
- There will be a 20 minute time limit on each game. If the outcome is not determined after 20 minutes of play, the team with the lead will be declared the winner. If a game is tied after 20 minutes of play, a sudden death over-time will be played.
- Referee will write an even or odd number on the score sheet to determine initial and OT possession.
- Roster changes cannot be made once a team has played.
- Baskets count as ONE (1) point. Shots Made behind the arc are worth two (2) points.
- Take ball back behind the 3 point arc (only 1 foot needs to be behind the line). If a basket is scored without properly taking the ball back, the basket will be disallowed and the ball will be awarded to the Defense. Defense can “press” meaning there are no free backs. If the Defense steals the ball before the Offense crosses the 3 point arc, the ball can be scored without bringing the ball back behind the 3 point arc.
- After every made basket and dead ball situation, play begins at the check-in line. Defense checks the ball and the ball can be passed or dribbled into play after the Defense hands it to the Offense.
- No dunking during warm-ups. No hanging on the rim.
- No profanity, taunting, fighting, or other unsportsmanlike behavior.
- No Time-Outs are allowed.
- Referees have authority to eject players from the game.
- Free throw- All shooting fouls (inside the arc) situations will result in one (1) free throw. Shooting foul situations behind the arc will result in two (2) free throws. If either or both free throws are made, the Defense will get possession. If the free throw or free throws are missed, Offense retains possession. If points are scored prior to the free throw in an “and 1” situation, Defense will get the possession regardless of the free throw outcome.
- On the 10th team foul, the one (1) shot bonus will be implemented.

Tie breaker for pool play: 1. Head-to-Head, 2. Fewest Points Allowed, 3. Most Points Scored, 4. Coin Flip