

## ICS 3 ON 3 CLASSIC-RULES

1. Team will consist of a maximum of 4 players.
2. All 4 players must be listed on the roster at check-in.
3. Games will be played to 15 points or fifteen minutes, whichever comes first. The team ahead after fifteen minutes will be the winner.
4. Shooting fouls will result in one free throw, unless behind the 2-point line, then 2 free throws will be attempted. If any free throw is missed, possession stays with the team shooting the free throw. If the shot is made and a foul is called, one free throw will be attempted. Ball will go over to the other team whether or not the free throw is made.
5. Non shooting fouls will award the ball to the team that is fouled out front
6. Shots behind the three point line will be counted as two points, all other baskets will be counted as one.
7. An opposing player must check the ball after each made basket or dead ball situation. Inappropriate ball checks will be considered unsportsmanlike and may be subject to a technical foul at the referee's discretion. Play must begin behind the 3-point line after the ball is checked.
8. A technical foul will result in one free throw with the shooting team maintaining possession of the ball. The player receiving the technical foul will be dismissed for the rest of the game.
9. Teams may pass, dribble, or shoot the ball in to start play.
10. After any missed shot or steal, the defensive team must clear the ball behind the three-point line at any point on the floor (1 foot clearly behind the line) before any offensive shot can be taken. If a team does not properly clear the ball and scores as a result of a bad clearing, that team will lose the point and the ball will go over to the other team.
11. 3<sup>rd</sup>/4<sup>th</sup> boys and girls will be allowed to cross the line on their free throws, but they must start behind the line.
12. Each team will be given one timeout per game. Timeouts will last 30 seconds. No timeouts will be allowed during the last two minutes of the game.
13. Ties will be settled by sudden death free throws. Each team will alternate free throws until one team makes and one team misses. No player may attempt more than one free throw until every member of the team has shot once.
14. A coin toss will decide the first possession of the game. The referee will decide which team makes the call.
15. Once a team begins play, new players cannot be added to the original roster or substitutions made with players on the original roster.
16. All jump balls and inconclusive calls will be settled by alternating possession, kept by the scorer.
17. No foul language, fighting, harassing of referee, or any other misconduct will be tolerated. Players, fans, or coaches violating this rule will be asked to leave the tournament for the remainder of the day.

**NO GATORADE, POP, FOOD, OR CANDY IS ALLOWED IN THE HUFF CENTER PLAYING AREA. WATER ONLY. ANYTHING OTHER THAN WATER THAT IS FOUND WILL BE CONFISCATED**