

The Foundry 3v3 Streetball Tournament

Official Tournament Rules

1. Tournament Format

- Games are played **3-on-3, half-court**.
- Each team is guaranteed a minimum of **3 games**.
- Teams may roster **3–4 players** unless otherwise approved by the Tournament Director.
- Three players begin the game. One substitute may rotate in during dead-ball situations.
- Players may only compete for **one team within the same division**.
- Rosters are locked once tournament play begins.
- All players must complete required registration and waiver requirements before playing.
- Bracket structure, pool assignments and advancement format will be published separately for each event.

2. Game Length

- Each game is **20 minutes**.
- The clock runs continuously except for:
 - Serious injury
 - Referee or Tournament Director timeout
 - Team timeout
- The game may end before 20 minutes if a team reaches **21 points**.
- A team does **not** have to win by two.
- If neither team reaches 21, the team leading when time expires wins.

3. Scoring

Streetball scoring will be used:

- Basket made **inside the three-point arc = 1 point**
- Basket made **behind the three-point arc = 2 points**
- Free throw = **1 point**
- **First team to 21 wins**, regardless of remaining time.

The referee determines whether a shot is a 1- or 2-point attempt.

4. Starting Possession

Before the game, the referee will conduct a coin flip or equivalent random selection.

The winner chooses either:

- Opening possession, or
- Possession to begin overtime if overtime becomes necessary.

The game begins with a **check ball at the top of the arc**.

5. Clearing the Ball

After any defensive rebound, steal or change of possession, the ball must be **cleared beyond the three-point arc** before the team may attempt to score.

The ball is considered cleared when the offensive player establishes control beyond the arc.

If a team scores without properly clearing the ball:

- The basket does not count.
- Possession is awarded to the opposing team.

6. After a Made Basket

After a made basket:

- Possession automatically changes.
- The opposing team takes possession underneath the basket.
- The ball must be taken or passed beyond the three-point arc before that team can attempt to score.
- There is no traditional inbound pass after a routine made basket.

This keeps play continuous and minimizes unnecessary stoppages.

7. Dead Balls and Check Balls

After:

- A foul
- Ball out of bounds
- Violation
- Referee stoppage

play resumes with a **check ball at the top of the arc**.

The defensive player gives the ball to the offensive player before play resumes.

The ball becomes live once the check is completed.

8. Out of Bounds

Standard basketball boundary rules apply.

The ball is out when:

- It touches a boundary line.
- A player touching the ball steps on or outside a boundary.
- The ball touches an object outside the playing area.

Possession is awarded to the opposing team and resumed by check ball.

9. Substitutions

Substitutions may occur:

- During any dead ball
- Before a check ball
- Before a free throw sequence begins

The referee must recognize the substitution before play resumes.

Players may substitute freely throughout the game.

10. Timeouts

Each team receives:

One 30-second timeout per game.

The game clock stops during the timeout.

Unused timeouts do not carry into overtime or subsequent games.

11. Fouls

Normal basketball contact rules apply.

Players may not:

- Hold
- Push
- Trip
- Grab
- Strike
- Illegally screen
- Displace an opponent
- Make excessive or dangerous contact

Because there is **one referee assigned to each court**, the referee has final authority on all judgment calls.

There are **no player-called fouls**.

12. Team Fouls

Team fouls accumulate throughout the game.

Team fouls 1–6

Non-shooting foul:

- Offense receives the ball at the top of the arc.

Foul on a 1-point shot:

- 1 free throw.

Foul on a 2-point shot:

- 2 free throws.

If the basket is made:

- Basket counts.
- Shooter receives 1 additional free throw.

Team fouls 7–9

Any defensive foul results in:

2 free throws.

Team foul 10 and beyond

Any defensive foul results in:

2 free throws plus possession.

The offended team receives the ball at the top of the arc following the free throws.

Offensive fouls do not result in free throws and instead result in a change of possession.

13. Individual Fouls

There is no standard individual foul-out.

However, the referee or Tournament Director may remove a player for:

- Repeated dangerous play
- Excessively physical play
- Unsportsmanlike conduct
- Intentional fouling
- Fighting
- Threatening another player or official

14. Technical / Unsportsmanlike Conduct

Technical or unsportsmanlike behavior may include:

- Abusive language toward an official
- Taunting directed at another player
- Threatening behavior
- Deliberately delaying the game
- Excessive arguing
- Throwing or kicking the ball in anger

- Intentionally dangerous contact

Penalty may include:

- Free throw
- Possession
- Technical foul
- Player ejection
- Game forfeiture

depending upon severity.

Fighting results in immediate ejection and may result in removal from the tournament.

15. Referee Authority

There will be **one referee assigned to each court.**

The referee has authority over:

- Fouls
- Violations
- Out-of-bounds calls
- Scoring decisions
- Possession
- Player conduct
- Game administration

Only the **team captain** should approach the referee regarding a ruling.

Players may respectfully ask for clarification, but prolonged arguing will not be permitted.

There is:

- No instant replay
- No video review
- No protest of judgment calls

Tournament video or livestream footage will **not** be used to overturn referee decisions.

The referee's ruling on the court is final unless the Tournament Director must resolve an administrative issue.

16. Scorekeeping

The official tournament scoreboard or score sheet controls the official score.

Teams should immediately notify the referee or scorekeeper if they believe the score was entered incorrectly.

Once play has resumed following multiple possessions, previous scoring disputes may not be

reconstructed unless tournament staff can clearly establish an administrative error.

17. Held Ball

A held ball results in possession being awarded to the **defensive team**.

Play resumes with a check ball.

18. Traveling, Double Dribble and Other Violations

Normal basketball violations apply, including:

- Traveling
- Double dribble
- Carrying
- Out of bounds
- Illegal screens
- Offensive fouls

A violation results in a change of possession.

19. Stalling

Teams are expected to actively attempt to score.

Deliberately holding the ball solely to run out the clock is prohibited.

After a warning, the referee may begin a **5-second attacking count**.

Failure to actively initiate offense may result in a turnover.

20. Overtime

If the score is tied when regulation expires:

- There is no overtime clock.
- The team that **did not receive the opening possession** begins overtime.
- Overtime begins with a check ball at the top of the arc.
- The **first team to score 2 points in overtime wins**.

Examples:

- One 2-point basket wins immediately.
- Two 1-point baskets win.
- A 1-point basket followed by a 2-point basket also ends the game.

21. Minimum Players / Forfeits

A team should have three players ready at its scheduled game time.

A team may continue with **two players** if necessary because of injury, ejection or another legitimate

circumstance.

A team with fewer than two eligible players cannot continue.

Teams that are not ready to play at their scheduled time may be subject to forfeiture at the Tournament Director's discretion.

Because games are scheduled tightly, teams are responsible for being at their court and ready before the prior game concludes.

22. Equipment and Uniforms

Players must wear appropriate athletic clothing and basketball shoes.

Teams should wear matching or similarly colored shirts or jerseys.

If two teams are difficult to distinguish, tournament staff may require one team to wear:

- Pinnies
- Alternate jerseys
- Light/dark shirts

Jewelry or equipment that presents a safety hazard must be removed.

23. Rim and Court Conduct

Dunking is permitted where the facility allows it.

Players may not intentionally hang from the rim except when necessary to avoid injury.

Damage to:

- Basketball equipment
- Courts
- Barricades
- Tents
- Production equipment
- Venue property

may result in removal from the tournament and financial responsibility for damages.

24. Sportsmanship

The Foundry is intended to be competitive without becoming hostile.

Players are expected to:

- Compete hard
- Respect opponents
- Respect officials
- Respect staff

- Respect the venue

Celebration and competitive energy are encouraged.

Threats, fighting, discriminatory language, deliberate attempts to injure someone, or repeated abusive behavior are not.

25. Tournament Director Authority

Situations not specifically addressed by these rules will be decided by the **Foundry Tournament Director**.

The Tournament Director may modify a procedure when necessary because of:

- Weather
- Court conditions
- Injury
- Equipment failure
- Scheduling
- Safety
- Other unforeseen circumstances

The Tournament Director's administrative decision is final.