

TOURNAMENT RULES

ALL MISSOURI HIGH SCHOOL ACTIVITIES ASSOCIATION BASKETBALL RULES WILL BE IN EFFECT WITH THE FOLLOWING EXCEPTIONS:

1. PRE-GAME:
 - A. A forfeit will occur unless there are at least two players present at game time.
 - B. Both teams will warm up at the same time. No more than 5 minutes will be allowed. It could be less.
 - C. Only team members scheduled to play will be allowed on the court.
 - D. NO DUNKING is allowed during warm ups or between games.

2. TIME-OUTS AND SUBSTITUTIONS:
 - A. The clock will run continuously.
 - B. Each team will be allowed one 30-second time-out per game.
 - C. No time-outs allowed during the last two minutes of game time.
 - D. Play substitution is permitted during any dead ball.
 - E. Only under an emergency will the clock stop for an injury time-out.

3. SCORING:
 - A. 3 point field goal – 3
2 point field goal – 2
Free throw – 1
 - B. Ages 7-9 & 10-12: A 10-minute time limit or the first team to score 15 points will be in effect.
Ages 13-15, 16-18, and 19&over: A 15-minute time limit or the first team to score 18 points will be in effect.
 - C. The team that is ahead by 1 point or more is the winner.
 - D. If game is tied after the time limit, a coin flip will determine who gets the ball during the first 2-minute overtime. If still ties at the end of the first overtime period, a 2nd overtime will be a free throw shoot off with alternating shooters. When one team makes a free throw and one team misses a free throw, winner will be determined.

4. LIVE BALL/DEAD BALL/POSSESSION:
 - A. Possession will change after a basket is made.
 - B. Any player making a hard ball check will be ejected from the tournament.
 - C. The ball will be checked after all baskets and on all dead ball possessions at the top of the 3-point line. All other possessions (rebounds/steals) can be taken behind the 3-point line anyway.
 - D. Any team that does not check the ball and scores a basket, the goal will be disallowed and the ball awarded to the opposing team.
 - E. Jump balls will go to the defense.
 - F. Ball can be dribbled or passes in after check.

5. FOULS, VIOLATIONS AND FREE THROWS:
 - A. A player will be disqualified on the fourth personal or first technical foul.
 - B. 1 – 6 team foul: a) non-shooting = team will retain possession of ball b) shooting = 2 free throws if fouled on two point shot or 3 free throws if fouled on three point shot
 - C. 7th team foul: a) non-shooting = one and one b) shooting = 2 free throws if fouled on two point shot or 3 free throws if fouled on three point shot
 - D. 10th team foul = 2 free throws
 - E. All successful field goals on foul will be handled like a regulation game.
 - F. Opposing team will retain the ball after all free throws.
 - G. Opposing team may not intentionally disrupt the shooters unhindered throw.
 - H. Each free throw will be shot within 7 seconds or loss of possession.
 - I. Only one dead ball technical foul shot will be awarded to the team fouled. The team captain selects the shooter. Shooting teams gets possession, regardless if shot is made.
 - J. Referees will handle all game disputes.
 - K. If two players foul out, the game can continue.

6. THE CHILLICOTHE BASKETBALL 3 ON 3 COMMITTEE OFFICIALS reserve the right to disqualify any coach, athlete, or fan from being part of this event and remove them from the building.

PLEASE REMEMBER: All REFEREE DECISIONS ARE FINAL.