



COLUMBIA RAVENS 3v3 GRADE DIVISIONS & TOURNAMENT RULES

Grade/Age Divisions - (Boys & Girls)

4th Grade
5th Grade
6th Grade
7th Grade
8th Grade

** Please have proof of grade/age for all players on hand. Under no circumstances are players from higher grades permitted to play in lower grade divisions. Players may play up if teams are combined grade (example a team comprised of two 4th graders and two 5th graders would have to play in the 5th grade division (they cannot play down) the team enter the grade division of the highest grade/age level of players on their team.*

Game Rules

- All Teams MUST be at their assigned court 10 min prior to game time and ready to start early if the prior game ends earlier. There is only a 5 minute break between games. There is NO GRACE PERIOD games will start either 10 minutes early or at the scheduled time - a team failing to show up at these times will forfeit.
- Minimum of 3 players per team, **max of 4 players. ONE (1) Coach only** per team (coaches must stay in designated coaches box)
- Players may play on one team only in the 3 on 3 event (no exceptions).
- Teams must wear the same colored shirts
- Games to 21 points or 25 minutes (running clock). In case of a tie, there will be 2-minute sudden death overtime. Possession will be decided by flipping a coin. The first team to score wins. If the tie cannot be broken, then each team shoots foul shots, one by each player on team (all 4 players), until a winner is decided.
- 1 point per basket
- Shots made outside the 3pt line count for 2 points (***both feet must be behind 3pt line***)
Note: there are no 3pt lines for 4th & 5th grade games all baskets will be 1pt.
- Shooting Fouls:
If fouled while shooting and ball goes in, basket counts and offensive player shoots 1 foul shot. (Defense gets ball after the shot) If fouled while shooting and ball does not go in, offensive player shoots foul shots. (1 for a 1 pointer, 2 for a 2 pointer. Defense gets ball after foul shots.
Non-Shooting Fouls: Prior to the 7th team foul : check ball out front. On the 7th team foul and all succeeding fouls, 2 foul shots awarded to the offensive team. Defense gets ball after foul shots



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the basket for extended time periods. Three seconds will be called. No dunking is permitted (technical foul).

- At the start of the game, possession is determined by flipping a coin.
- An alternating possession rule will be used for jump balls. The scorekeeper and/or referee will track next possession.
- Both feet must be behind the 3-point line to start a new possession or hash mark for Grades 4th and 5th.
- The one-pass in rule applies after made baskets, time outs, all deadballs and at the beginning of the game. *In other words, the offensive player at the top of the key that received the ball from defense (checking the ball in) cannot shoot immediately he/she must make "one" pass in to another player.*
- One-30 second time out is allowed per game, although no time outs are allowed in the final 2 minutes of the game.
- On a technical, flagrant or intentional foul, the opposing team will be awarded one point and possession. Any player with two technical fouls in a game will be disqualified from the game.
- The referees may remove any player for unnecessarily rough play, intentional fouling or improper conduct. A player/coach will be removed from the tournament after 2 technical fouls. *No Jewelry, watches, and if headbands continue to come off during game they may be required to be removed for the duration of the game.*
- Each team will have only one coach standing on the court. Coaches and players must stay in their designated bench area.
- Home team (team listed first on schedule) provides game ball that is in very good condition (28.5 for girls and boys grades 4th thru 6th and full regulation ball for boys grades 7th & 8th). Officials may change game ball with opposing team if ball provided by home team is not in good condition that is a judgment call made by officials that cannot be disputed.

Playoff Seeding Criteria (Pools)

Win/Loss record

Head to head record

Highest point differential (points for minus points against). Forfeit counts as 10 - 0 victory.

Additional Considerations

The winning team must take their score sheet to the scorekeeper immediately after the game.



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Games start promptly at the time indicated. **There are only 5 minutes between games.** Teams must arrive 10 minutes before their game and be in the “on deck” area. A team that does not report to their game before 5 minutes have elapsed will forfeit the game.

No food or drink is allowed in the gym. Players, Coaches and Officials can have water and sports drinks must be in a water bottle with closing cap.

Code of Conduct

All players, coaches, parents and spectators are to demonstrate good sportsmanship at all times, and abide by Officials decisions and YMCA facility rules and staff direction.

Coaches only are to direct any questions etc. to the Tournament Director or Assistant Director. NO PARENTS or PLAYER are to contact a Tournament Official about a team issue. The rules are pretty direct so no protests will be entertained beyond Grade/Age verification or a clerical error regarding the reporting of scores (for example a score entered on the standings backwards, etc). Score Sheets are signed by both team coaches so they need to verify score is correct.

Individuals will be asked to leave the gym for improper behavior, and local law enforcement will be called for any physical fighting and/or disruptive behavior as well as individuals that refuse to leave the premises when asked.

Remember that all staff members are volunteers and this is to be a fun event for the kids participating.