

# 3v3 Summer Slam- Official Rules

## **General Rules**

1. Teams can consist of three, four or five players: three starters and one or two substitutes
2. All players must be within the age range of their bracket as of July 26th, 2025
3. All teams below the age of 18 must have a coach/parent representative
4. No roster changes may be made after a team starts its first scheduled game
5. Games are played on a half court, using a 10ft hoop
6. Scoring: one point per basket; two points for shots made behind the designated 3-point line. The team with the most points at the end of the 20-minute running clock wins the game. After each made basket, the scoring team retains possession ('make-it, take-it')
7. All players must be officially registered and have a signed waiver on file to participate (players under 18 must have a parent/guardian sign the waiver)
8. Teams are encouraged to wear matching or coordinated jerseys/shirts. If two teams have similar colors, a coin flip winner may choose to switch shirts or wear pinnies (provided by the tournament).
9. The Town of Apex reserves the right to verify any player's age. Inaccurate information is grounds for the immediate disqualification of the entire team. EACH PLAYER MUST CARRY PERSONAL PICTURE IDENTIFICATION (birth certificate for those without an ID)

## **Game Administration & Rules**

### **Roster Size**

- 5 player limit (must have 3 players to start the game)

### **Divisions**

- 13/14 Boys
- 13/14 Girls
- 15/17 Boys
- 15/17 Girls
- 18+ Men's
- 18+ Women's
- 35+ Open Division (No gender requirement – teams may be all male, all female, or mixed.)

### **Referees**

- 1 certified referee per game

### **Timer/ScoreKeepers**

- Scores will be kept by both teams and monitored by the referee
- Before checking the ball, the offensive team must say the score out loud

**Time-outs**

- There are NO timeouts, delay in game will result in 1 free throw for the opposing team

**Possession**

- Coin flip (winning the coin flip allows a team to start the game with the ball)

**Game Duration/Timing**

- 20 minute Running clock
- No timeouts. Clock only stops for severe injuries or referee discretion
- Games start promptly. Teams arriving more than 5 minutes late may forfeit the game at the discretion of the referee
- Teams should arrive at least 15 minutes before their scheduled game time
- A forfeit results in a 1-0 win for the team that is present

**Overtime**

- First team to score two (2) points wins
- Coin flip (winning the coin flip allows a team to start overtime with the ball)

**Scoring**

- Baskets made from inside the arc count as one point. Baskets made from behind the arc count as two points
- After defensive rebounds, blocks, or steals, the ball must be cleared past the 3-point line (both feet must cross line)

**Substitutions**

- Can occur in between free throws and dead ball situations, prior to the check ball

**Starting Possessions**

- To start the game and after any dead ball the basketball must be checked at the top of the key between two players
- The basketball must be passed to a teammate before attempting a shot, or a change of possession will occur

**Fouls**

- Intentional fouls in the final 2 minutes are allowed and will result in one free throw
- A player must clearly intentionally foul away from the ball or without a legitimate play on the ball. Examples include appropriately grabbing, holding, or wrapping up an opponent without attempting to defend
- Non-shooting fouls will result in a check at the top of the key
- Excessive or unsportsmanlike fouling may result in a technical foul or ejection, at the referee's discretion

**Free Throws**

- A player has 10 seconds to shoot a free throw from the moment the ball touches their hands. Failure to do so results in a turnover immediately, and the opposing team gains possession.
- 1 free throw if fouled while shooting
- 2 free throws if fouled while shooting behind the arc
- 1 free throw if fouled while shooting and the shooter makes the shot
- Free throws count as one point
- Following a made free throw, the offensive team will check the ball at the top. If the free throw is missed, the ball is live and the offensive team can rebound and play, or the defensive team can rebound and clear.
- 1 free throw and possession of ball will be rewarded when there is a delay of game, technical foul, or any other instance (excessive fouling) deemed necessary by the referee

### Jump Ball

- All jump balls are awarded to the team with the possession arrow (If team A starts with the ball and a jump ball occurs during the game, team B will receive possession of the ball, and so on)

### Coaches

- Coaches can make substitutions and must remain on the sideline with their team
- Coaches can receive a technical if the ref sees excessive coaching during games
- Penalties will be assessed at the referee's discretion

### Conduct

- Unsportsmanlike behavior may result in disqualification
- Fighting, excessive arguing, or unsafe play will result in ejection
- All referee decisions are final

### Awards

- Champion of each division receives prize and tournament recognition

### Elimination Format

- Group play: 4 groups of 3 teams per division
- Top team from each group advances to the semifinals
- Tiebreakers (Group Stage):
  1. Point Differential (total points scored minus points allowed)
  2. Total Points Scored
  3. Free Throw Shootout — Each team selects one player. The first team to miss while other makes will be eliminated

### Knockout Bracket

#### Group Stage

GROUP A	GROUP B	GROUP C	GROUP D
A1 vs A2	B1 vs B2	C1 vs C2	D1 vs D2
A2 vs A3	B2 vs B3	C2 vs C3	D2 vs D3
A1 vs A3	B1 vs B3	C1 vs C3	D1 vs D3

