



## TIME SQUARE 3-ON-3 AAU HOOPFEST

*This event has modified FIBA rules for 3-on-3, which are outlined below.*

### EVENT RULES

1. Roster Maximum size is 5 athletes. Any game may start and end with any number of players (3, 2 or 1).
2. Both teams will warm up at the same time prior to the start of the game. Warm-up time is 5 minutes sharp.
3. Game time is game time! A forfeit can occur at a tournament director's discretion for tardiness to scheduled game time.
4. Each game will be a maximum of 20 minutes or first team to 25 points. The leading team after 20 minutes is the winner if 25 points are not reached. If 25 points are reached, teams must win by two.
5. If teams are tied at the end of 20 minutes, play stops prior to beginning overtime.
6. The winner of overtime is the first team to score 2+ points. The team who did not get possession first to start the game, get possession first in overtime.
7. One full time out per team per game. Timeout carries over to overtime, but no additional timeouts granted in overtime.
8. No stalling allowed! At their discretion, a referee may determine a team is stalling and turnover the possession. This is determined by the following: referees will have stopwatches and each possession should last no more than 15 seconds. Referees will give a 5-second warning before time of possession expires.
9. Games will be running clock except for the final minute of play, during an injury or timeouts.
10. Initial possession determined by a coin flip – winner decides to take ball or defer to their opponent to start the game. The team who does not get possession first in regulation gets possession first in overtime.
11. A field goal is worth 1 point. 1 free-throw attempt will be award for a field goal shooting foul.
12. A made basket from behind the arc is worth 2 points. 2 free-throw attempts will be awarded for shooting foul behind the arc.
13. Non-Shooting Fouls are possession until 7th team foul
14. Fouls 7, 8, and 9 are 2 shot fouls with change of possession if the second shot is made.
15. Fouls 10+ are 2 shot fouls and shooting team retains possession.
16. Technical fouls are 2 foul shots and shooting team retains possession.
17. The ball will change possession after each basket. The ball is NOT live after a basket made. After a made basket, possession resets at the top of the key, the ball is checked to the opponent, then the next possession starts.
18. After a missed basket, if it hits rim and the defensive team rebounds the ball, you must take it back anywhere behind the arc. If the missed basket does not hit rim, it is a live possession anywhere on the court.
19. Jump balls will be called by the referee and possession will go to the defense. The ball must be checked by the opposing team before ensuing possession begins.



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### EVENT RULES CONTINUED

22. All possessions will begin at the top of the court outside the arc and must be checked prior to possession beginning.
23. After each change of possession, the ball must be taken back behind the arc. "Taken Back" definition is both feet and the ball must go behind and contact the playing surface behind the arc.
24. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling) and play remains live.
25. Substitutions are to be made during dead ball situations and prior to the check ball
26. Eligibility will follow the age/grade based rules for boys (<https://aaboysbasketball.org/Rules/Boys-Basketball-Eligibility>) and the grade based rules for girls (<https://aagirlsbasketball.org/Rules/Girls-Basketball-Eligibility>).
27. There is no residency restriction for this event
28. Teams are required to have proof of age and/or grade if a tournament director requests that information.
29. Pool Play Tie Breaker
  1. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
  2. If more than two (2) teams tie, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.)
  3. If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
  4. The score of all forfeits shall be 15-0.
  5. If there is still a three-way tie, a three-way flip of the coin will determine team placement.
30. All teams advance to bracket play after the conclusion of pool play.
31. There is no spectator admission for this event.
32. All athletes and coaches are required to have active 2027 AAU membership (<https://play.aausports.org/joinaaui/memberappdirectorpage.aspx>).
33. There is no enforced dress code for coaches. Please dress to best represent your team.
34. All athletes must have a uniform with a jersey number on the front or back of the jersey.