



Heart Haven OutReach

Character Counts 3on3 Basketball Tournament

QUICK Rule Reminders for Every Practice– 2025

1. Game Clock:

- 1.1. Games will consist of two 11-minute halves
 - 1.1.1. Running Clock: Clock will run continuously until the final minute of each half.
 - 1.1.2. Final Minute Stop Clock: If the score differential is 11 points or greater, clock will NOT STOP.

2. Change of Possession

- 2.1. After any change of possession, **the ball must be taken back behind the 3-point line**, prior to shooting.
 - 2.1.1. To do this, a ball carrier must tap at least one foot outside the 3-point arc.
 - 2.1.2. What about steals or airballs? YES = Players must always “take the ball back”.

3. Inbounding

- 3.1. Players will NOT be “checking” the ball.
 - 3.1.1. Officials will administer the ball.
- 3.2. Players must pass when inbounding the ball.
 - 3.2.1. Dribbling the ball into play will not be permitted.
- 3.3. All inbounding will occur up top.
 - 3.3.1. Teams won’t inbound the ball on the sidelines or the endline.
- 3.4. Following a made basket
 - 3.4.1. Teams may take the rebound to the top, and then pass the ball in.
 - 3.4.2. Inbounding player may “run the line” as they attempt to inbound the ball.

4. Fouls:

- 4.1. **Non-Shooting Fouls:**
 - 4.1.1. On & after the 5th team foul = BONUS: 1 Free throw shot, worth 2-points
- 4.2. **Shooting Fouls:**
 - 4.2.1. Inside the 3pt Arc = 1 free throw shot, worth 2-points
 - 4.2.2. Outside the 3pt Arc = 1 free throw shot, worth 3-points
 - 4.2.3. Shooting Foul with Made Basket = Count the basket & 1 free throw shot, worth 1-point
- 4.3. **Technical Foul/Character Counts Rule:**
 - 4.3.1. Acting outside of Fairness, Respect, Honesty, Responsibility, Citizenship, and Caring.
 - 4.3.2. Results in 2pts and the ball for the other team; may also result in ejection.

5. Free Throw Positioning & Safety Line Reminder:



COURT SAFETY LINE:

To avoid contact occurring at half court, we utilize safety lines.

The Safety Line is used for:

- Court Boundary (Out of Bounds)
 - ALL Inbound Passing. (Including after made baskets)
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