



Heart Haven OutReach

Character Counts 3on3 Basketball Tournament

League Rules - 2025

1. League Notes:

- 1.1. The tournament is designed to reinforce the importance of character for teens; *not winning at any cost*.
- 1.2. Unless otherwise noted, all standard basketball rules apply (Illinois High School Federation).
- 1.3. Traditional Scoring: 3 points for shots outside the 3pt arc and 2 points for shots inside the 3pt arc.
- 1.4. All teams are guaranteed at play least three games total.
- 1.5. Injured players must come out of the game until the next substitution opportunity.
- 1.6. Teams may only sub following dead ball situations (fouls, violations & timeouts), not after made baskets.
- 1.7. Team benches are reserved for coaches and players only. Violating this rule will result in a Team Technical.
- 1.8. Teams may not play anyone that is not on their team's roster. Violating this rule will result in a forfeit.

2. Game Clock:

- 2.1. Games will consist of two 11-minute halves and a 3-minute halftime.
- 2.2. A running clock will be used **until the final minute of each half**.
 - 2.2.1. If the score differential is 10 points or fewer, a traditional stop clock will be used.
 - 2.2.2. If the score differential is 11 points or greater, the clock will NOT STOP.
- 2.3. Teams will have three 30-second timeouts per game.
- 2.4. Overtime: 90-second stop clock, one 30-second timeout, and team fouls will carry over from the second half.
 - 2.4.1. Regular Season: If the score remains tied after 1st overtime, the result is a tie.
 - 2.4.2. Playoffs: Additional overtime periods will be played until a winner is established.

3. Possession & Inbounding:

- 3.1. The start of each game will be determined by Rock-Paper-Scissors.
 - 3.1.1. Second half possession will be determined by the possession arrow.
- 3.2. After any change of possession, the ball must be taken back behind the 3-point line, prior to shooting.
 - 3.2.1. To do this, a ball carrier must tap at least one foot outside the 3-point arc.
 - 3.2.2. Officials will call a violation if a team shoots prior to taking the ball back behind the 3pt line.
 - 3.2.3. What about steals or airballs? Players must always "take the ball back".
- 3.3. Players will NOT be "checking" the ball. Officials will hand/bounce the ball to players when inbounding.
- 3.4. Players must pass when inbounding the ball. Dribbling the ball into play will not be permitted.
- 3.5. All throw-ins will occur up top. Teams won't inbound the ball on the sidelines or the endline.
- 3.6. Following a made basket, teams will inbound the ball up top and may "run the line" as they would the endline during a 5v5 Basketball game.

4. Fouls:

4.1. Non-Shooting Fouls:

- 4.1.1. Prior to the 5th team foul: Ball out of bounds
- 4.1.2. 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. Coaches must lead by example, focusing on the importance of character, rather than winning.
- 4.3.2. Acting outside of Fairness, Respect, Honesty, Responsibility, Citizenship, and Caring.
- 4.3.3. Results in 2pts and the ball for the other team; may also result in ejection.
- 4.3.4. If a coach receives 2 technical fouls, during the tournament, they will be done for the day and will risk not being invited back to coach the following year.