

## TEAMS

- Each team must consist of a minimum of 3 players and a maximum of 5 players.
- No Ringers: Team members need to be consistent members of the church for which they are playing.  
*If there are any questions about specific players, please have your youth pastor/leader contact the ARISE staff at info@ariseyouth.org. ARISE staff reserve the right to deny any player before or on game day.*

## GENERAL RULES

*NOTE: All standard 3-on-3 half-court rules apply unless otherwise noted.*

- The game will begin with a rock, scissor, paper game; winner takes possession of ball.
- The ball must be checked at the top of the key after every dead ball (a made basket is considered a dead ball). The player checking the ball may NOT dribble or move his/her feet. After checking the ball, he/she must pass the ball first (no shooting right after the check).
- Defensive players defending the inbounds pass cannot pass the three-point line until the first pass is made.
- Substitutions can only be made on a dead ball.
- Players must clear the ball beyond the three point line after every defensive rebound OR turnover. Offensive rebounds do not need to be cleared.
- Losers out (i.e. the possession changes after every made basket. No make-it-take-it).
- There will be 2 refs per game and 1 scorekeeper. All calls made by refs will be honored.

## SCORING

- 2 points for all shots made on or within the 3-point line (dark blue line).
- 3 points for all shots made outside of the 3-point line (dark blue line).
- First-round games will go to 21 points.
- Playoff and championship games will go to 25 points.

## TIME

- First-round games will have a clock of 12 minutes.
- Playoff and championship games will have a clock of 15 minutes.
- Overtime will have a running clock of 5 minutes. There will be NO overtime for regular season games (it will be recorded as a tie). All playoff games will involve as many overtimes as necessary to determine a winner.
- One 30-second time out per team per game. One additional 30-second time out per team per game in overtime. When the ball is in play, time outs may only be called by the offense. At a dead ball, either team may call a time out.
- Timeouts can be called at any point in the game. Timeouts will stop the clock.
- Within the last minute of play (both regulation time and overtime), all dead balls will stop the clock.

## FOULS

- Refs will call ALL violations – fouls, 3 seconds, defensive 3 seconds, travels, double-dribbles, illegal/moving picks, goal tends.
- Players are only allowed 4 fouls per game. On the 4<sup>th</sup> foul, the player will be ejected.

## TECHNICAL FOULS AND EJECTIONS

- Refs will call flagrant/technical fouls that will result in a free throw AND possession.
- First instance of swearing/unsportsmanlike conduct, player forfeits participation in the current game in play.
- Second instance of swearing/unsportsmanlike conduct, player forfeits participation for remainder of the day.
- Fighting or other disruptive behavior, player forfeits participation in the remainder of the day.
- No smoking/alcohol on Gordon College grounds and all ARISE events. Violators will be asked to leave.

## FACILITIES

- Disruptive spectators will be removed from the premises.
- Bathrooms and locker rooms are available on the first floor. [THEY MUST BE KEPT CLEAN!]
- Upstairs is off limits.