

INSPIRE SPORTS

2023 Triple Threat 3 on 3 Basketball Rules

PLAYER INFORMATION & ELIGIBILITY

1. The event is open to boys and girls ages 12-14
2. Each team can have up to 4 players on their roster and be registered as a team by the predetermined entry deadline.
3. Players may appear on only one (1) team roster. Any player appearing on more than one (1) team roster may be disqualified from participation in that tournament.
4. Identification for each player (e.g. birth certificate, state ID, insurance card, school reports, other photo ID, etc.) is required at on-site registration to verify information provided on the original team application.
5. The age of the players is determined as of December 31, 2023

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from beyond the arc is worth 2 points
3. 21 points win by 2, up to a maximum of 25 points
4. All games will have a 20-minute time limit
5. The team leading at the end of the 20-minute time limit will be declared the winner.
6. If the game is tied after 20 minutes of play and no team has reached the required number of points to win the game, the Game Official will flip a coin to determine team possession. The first team to score will win the game.

PRE-GAME

1. SPECIAL NOTE: Be at your court 15 minutes before the scheduled game time and stay there until the game is played.
2. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason.
3. If at least 2 players aren't ready to play within 5 minutes of the scheduled game time the game will be called a forfeit
4. No dunking or grabbing the rim allowed – warm ups or games. Any participant registered to play in the tournament observed dunking or attempting to grab the rim on any basket at any time may be dismissed from the tournament. Entry fee will not be refunded.
5. A game may start with a minimum of two (2) players.

LIVE BALL/ DEAD BALL/POSSESSION

1. All jump balls go to the defensive team.
2. The ball must be “taken back” to the marked line on the court on every change of possession. “Taking back” means both feet and the ball behind the 2pt arc line. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not “taken back” and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly “taking it back”, the foul will be honored; however, no points will be awarded.
3. After all successful shots, the ball must be checked by the defense and passed in by the offense.
4. Player substitution is permitted during any dead ball situation. Players must “check-in” at the scorer’s table prior to entering the game. In case of obvious injury, the injured player must sit out at least until the next dead ball.
5. Each team is allowed one (1) one minute time out per game.

FOULS AND FREE THROWS

1. One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.
2. All Shooting fouls will be handled in the following manner:
 - a. When the basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - b. When the basket is missed – if a free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.
3. Non-shooting fouls – on or after the 7th team foul – will be handled in the following manner:
 - a. If the free throw is made, possession goes to the defensive team.
 - b. If the free throw is missed, the offensive team retains possession.

FREE THROW OPTION: In any free throw situation, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line (15 ft.) for one (1) point, or from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded possession on the ensuing throw-in regardless of whether the shot is successful or not (Exception: technical fouls).

Technical Fouls – Player Misconduct, Flagrant and Intentional Fouls

Technical Fouls: The Game Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

1. A Contact Foul intended to hurt an opponent, fan or Game Official
2. Vulgar or verbally abusive behavior
3. Other misconduct deemed inappropriate by the Game Official (e.g. intentionally kicking the ball, etc.)
4. A contact foul designed to neutralize an opponent's obvious advantageous position.
5. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
6. A Technical Foul will be counted as a Team Foul.
7. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other Tournament Official.

PENALTY:

A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. The Team Captain may designate the player to shoot. The Offended Team will retain possession of the ball whether the shots are made or missed. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

Zero Tolerance Policy

Unsportsmanlike or abusive behavior by spectators, coaches, players or teams will not be tolerated. Individual and team penalties will be given by administrators of Inspire Sports and will be based on the severity of the actions.

1. The jurisdiction of game officials does not end until they have vacated the game site and surrounding areas. An individual does not have the right to abuse a game official because the official contest has concluded. Ejections or other game penalties may still be given at or beyond the conclusion of the contest and shall be considered in all aspects of a participant's conduct.
2. Anyone ejected for unsportsmanlike behavior must leave the facility immediately. Failure to do so could result in the game being forfeited.
3. After an incident is reported, the Inspire Sports ambassadors will review the situation, collect all necessary information and make a decision on any disciplinary action.

Expectations and Code of Ethics

Player Expectations

- Show respect for all players, parents, coaches, officials, staff and spectators.
- Be a team player and help others to enjoy the Inspire Sports experience.
- Help maintain a safe environment for play by learning and adhering to the rules and policies of Triple Threat Rules.
- Have a positive attitude at all times and recognize that recreational sports are focused on the fun of the game and not winning and losing.
- Be the best citizen that you can be for the good of yourself and the community.

Parent/Guardian/Spectator Expectations

All parents, guardians and spectators involved with our programs must abide by our Code of Ethics. They also must impart these values to their children and lead by example. Our youth look to us for guidance and learn from our behaviors and words. We ask that all adhere to these values to improve our community.

Parents' Code of Ethics

I hereby pledge to provide positive support, care and encouragement for my child participating in youth sports by following the National Alliance of Youth Sports - Parents' Code of Ethics:

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or other youth sports event.
- I will place the emotional and physical well-being of my child ahead of a personal desire to win.
- I will insist that my child plays in a safe and healthy environment.
- I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
- I will demand a sports environment for my child that is free from drugs, tobacco and alcohol, and will refrain from their use at all youth sports events.
- I will remember that the game is for youth - not for adults.
- I will help my child enjoy the Inspire Sports experience by doing whatever I can, such as being a respectful fan
- I will ask my child to treat other players, coaches, fans and officials with respect regardless of race, sex, creed or ability.

Coach/Volunteer Expectations

Inspire Sports believes that all youth athletes should have a positive introduction to and experience in sports. Our programs emphasize fun, sportsmanship, a healthy approach to competition and discourages the “win at all costs” attitude while striving for excellence in all areas. Participants, coaches, parents, volunteers and employees are expected to support this philosophy.

Coaches' Code of Ethics

The following Code of Ethics has been developed in compliance with standards as set forth by the Columbus Recreation and Parks Department and the National Youth Sports Coaches Association (NYSCA).

Each coach is expected to maintain a high level of integrity and professionalism both on and off the court. A coach's primary responsibility is to develop good citizens and athletes and to instill a passion for the game in our players. Coach performance is not measured by wins and losses, but rather in what they teach the players in terms of technique, sportsmanship and fair play.

- I will place the emotional and physical well-being of my players ahead of my personal desire to win.
- I will treat each player as an individual; remember the large range of emotional and physical development for these age groups.
- I will be responsible for my demands on the player's time, energy and enthusiasm. I will remember that they have other interests. I will always remember that my players are children, not professional athletes.
- I will always exhibit proper and ethical behavior while interacting with players, coaches, officials, leagues, staff and parents at all games. I understand that the use of foul or abusive language is strictly prohibited.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will treat each player, opposing coach, official, staff and parent with respect and dignity.
- I will remember that I am a youth sports coach and that the game is for children and not adults.