

CA Senior Games Basketball Rules

Three on Three Half Court

QUALIFYING RULES

1. All first-, second- and third-place teams at a 2012 NSGA qualifying games will qualify for the 2013 Summer National Senior Games.
2. Each 2012 NSGA qualifying games may qualify all basketball teams that compete in the 80+ age division. Competition must take place in accordance with Rule H in order for teams to be qualified.

ENTRY REGULATIONS

1. Teams must be of all one gender.
2. Team rosters shall be limited to 10 persons, including non-playing coaches, non-playing captains and non-playing bench personnel, with a maximum of one out-of-state player, except as otherwise permitted. Teams are no longer limited to the number of out-of-state players on their rosters; however roster changes shall be allowed only as permitted under Rule F.
3. All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
4. Athletes may compete with only one team per sport.
5. Age divisions for all team competition will be determined by the age of the youngest team member as of December 31, 2013.

FORMAT

1. Tournament format will include preliminary round robin pool play leading to an elimination bracket championship final. A championship final flight system will use AAA, AA and A divisions and the final playoff format will be determined at the discretion of the NSGA.
2. First through third place medals.
3. Every effort will be made to provide teams a minimum of 5 games.
4. The NSGA and LOC reserve the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.
5. Ties for seeding will be broken in the following manner:
 - a. Overall record (or number of losses for uneven pools)
 - b. Head-to-head competition
 - c. Defensive points allowed
 - d. Coin Toss
6. A maximum of 13 points will be awarded towards point differential, regardless of final score.
7. Forfeits shall be scored 7-0.
8. Default during competition Rule R will be strictly enforced.

SPORT RULES

1. This tournament will be conducted in accordance with National Collegiate Athletic Association (NCAA) rules, except as modified herein. For a copy of these rules, please write or call:
National Collegiate Athletic Association
P. O. Box 6222
Indianapolis, IN 46206-6222
(317) 917-6222
www.ncaa.org
2. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
3. The game shall be played on half court by two teams of three players each, with a maximum of seven substitutes.

4. Playing time shall be two halves of 12 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
5. A tie score at the end of regulation time will result in a three-minute stop clock overtime period with ball possession determined by a coin flip. If the game is still tied, subsequent three-minute periods shall be played until the tie is broken.
6. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 60 seconds in duration. The clock will not run during time-outs.
7. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court:
 - a. Players **MUST** be beckoned onto the court by the referee.
 - b. Only the offensive (inbounding) team can initiate a substitution after a made basket or free throw if the offense is also substituting at that time.
8. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
9. Deliberate stalling or attempts to freeze the ball shall result in a technical foul and loss of ball possession. A warning shall be given by an official prior to assessing the penalty. During the last two minutes of the ball game and during any overtime period, teams shall attempt a shot within approximately 20 seconds of gaining possession as determined by the referee.
10. The game shall be played using the three-point line as the "check line." The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The inbounding team players are prohibited from entering the three-second lane (the key) until the inbounding teammate actually takes possession of the ball at the throw-in area.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The ball does not have to pass behind the 3-point line; only the player's feet. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
11. Following a made basket or dead ball, the ball shall be put in play within five seconds from the time the ball is in the throw-in area. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.
12. Player limitations during inbounding the ball:
 - a) The inbounder must be within 3 feet of the three-point line and must stay within the free throw lane extended area (12 feet wide), an area referred to as the "throw-in area".
 - b) The defense may defend anywhere on the court, however no player may enter the throw-in area to defend the inbounder.
 - c) The inbounder's teammates may not receive the inbounds pass within the "out-of-bounds-area", which is the area behind the three-point line, free throw lane extended..
13. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.
14. All personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game. Penalties for fouls shall be as set forth below.
15. Prior to the seventh team foul:
 - a) any common foul shall result in loss of possession for the offending team;
 - b) any player control foul shall result in disallowing a converted basket and loss of possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.

16. Beginning with the seventh team foul:
 - a) any common foul shall result in a single free throw and the offended team shall retain possession;
 - b) any player control foul shall result in recording the foul and a change in possession.
 - c) any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.
17. Beginning with the 10th team foul:
 - a) any common foul shall result in two free throws, and the offended team shall retain possession;
 - b) any player control foul shall result in recording the foul and a change in possession;
 - c) any shooting foul with a missed basket shall result in two free throws (three for a three-point attempt), and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
18. During the last two minutes of the each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).
19. Team clothing must be of like design and color. Teams are must have both "home" and "away" uniforms with permanently attached numbered front and back.
20. Three point shots are allowed. The three point line distance for both men and women will be 19' feet, 9 inches.
21. The NSGA Sport Rules for Basketball are governed by the current NCAA rules as stated in Rule O.
22. Officials do not put the ball in play, except at the start of each half.

All NSGA SPORTS RULES ARE LOCATED AT www.nsga.com website