



ALBANY 2026 3-ON-3 YOUTH BASKETBALL TOURNAMENT RULES AND REGULATIONS

Pregame and Scheduling:

1. Follow the brackets at all times - located in the main lobby.
2. All teams must have at least 3 but no more than 5 players registered. All games must be started with 3 players but games can be completed with any number of players (3, 2, or 1).
3. All players must be from the same school district. Failure to follow this rule will result in disqualification.
4. One captain is expected to represent his/her team in case of disagreement or appeal.
5. The format of the tournament will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division. The tournament directors reserve the right to change the format as needed.
6. A referee/scorekeeper will be assigned to each court. Arguing with referee calls will result in a technical foul awarding the opposing team two points and possession for the first offense. The second technical will result in the disqualification of the entire team.
7. Players and/or teams may be removed from the game at the discretion of the referee for abusive behavior, flagrant fouls, or rough play. Unruly parents and/or fans may also be removed.
8. Teams must be at their court at the scheduled time. A three-minute forfeit time will be strictly enforced.

Game Play

1. Paper, rock, scissors will determine who gets the ball first.
2. Length of games will be 20:00 minutes running time.
3. No timeouts are allowed.
4. Substitutions may be made on dead balls only.
5. Scoring: 1 point per basket made inside of the 3-point line, 2 points per basket made outside of the 3-point line.
6. Ties will be settled with a sudden death free-throw shootout. Each team receives equal opportunities to shoot free throws until one team makes one and the other misses. New shooter each time.
7. Jump balls alternate possession.

8. A defensive rebound must be taken back past the arc (including air balls). There are no “free backs.” Turnovers must also be taken back past the arc. Failure to take the ball back to the “take back” line will result in a turnover.
9. After a score or dead ball, the ball must be checked by an opposing player before it is put into play. Failure to check the ball will result in a turnover.
10. Possessions can be started with a dribble, pass, or shot.
11. Referees will issue reminders for 3 seconds in the lane. Excessive violations will result in a turnover.
12. No stalling is allowed. The referee may institute a 30 second shot clock at any time. After a team has been warned, failure to attempt a shot within 30 seconds will result in loss of possession.
13. All divisions will play on 10-foot hoops. 3rd and 4th grade divisions will be allowed to step over the free throw line when shooting free throws.

Fouls and Free Throws:

1. Fouls and violations will be played behind the “take-back” line at the top of the key.
2. Player fouls will be recorded. On the fifth team foul and all subsequent fouls, the fouled player will shoot 1 free throw.
3. When fouled in the act of shooting, free throws are awarded to the fouled shooter when the basket was not made (1 for 1 pointer, 2 for 2 pointers). If the basket is made, the basket counts and 1 free throw is attempted (regardless of if the shot was a 1 pointer or 2 pointed).
4. The free throw shooter has 10 seconds to shoot the free throw. If not shot within 10 seconds, will result in a turnover.
5. Intentional fouls will result in one point for the opposing team AND loss of possession.
6. A missed free throw is a live ball (unless it is an air ball). Players should line up per regular foul shot attempt.

Miscellaneous:

1. The referee and tournament directors will collaborate to make a ruling on any issues that are not covered within these rules.
2. A player(s) involved in fighting or continued misconduct will be disqualified from the tournament.
3. 1st place in all divisions will receive t-shirts.
4. Concessions will be available.
5. While every reasonable effort will be made to ensure the safety and integrity of the facilities provided, Albany Youth Basketball Association and Albany Area Schools assume no responsibility for liability of stolen articles, or personal injuries sustained by participants.

Tie-breakers

- Pools of 4 and 10:
 - Head-to-head
 - Points against
 - Points for
 - Coin flip