

PINEDALE 3-ON-3 SHOOTOUT RULES



THE TOURNAMENT

- All games will be played on the Pinedale Aquatic Center's outdoor basketball courts.
 - In the event of inclement weather, games will move to the PAC and PHS gyms (see tournament schedule for gym details).
 - All games will continue as regularly scheduled with the same rules as outdoor courts EXCEPT NO 2-point shots will be awarded on indoor courts (with the exception of the Men's Championship Game).
- The tournament will begin with Pool Play followed by a Single-Elimination Tournament. Each Pool will consist of at least 3 teams. The number of teams that advance from each Pool will be determined by the total number of teams in each division.
- Tie-breakers for seeding the Single-Elimination Tournament will be as follows:
 - Win/Loss Record
 - Head-to-Head Competition
 - Fewest Points Allowed
 - Most Points Scored
 - Flip of a Coin
- Each team is guaranteed three (3) scheduled games.
- Check-in will begin at 7:00am. A team representative must check-in before your team's first scheduled game.
- Youth games will begin promptly at 8:00am; late start times will be honored, if possible, based on request. Adult games will begin late morning or early afternoon.
- Please note; any participant in high school (for the 2025/2026 school year) playing in the Men's or Women's Open Division will not be eligible to receive a cash prize. PAC will not be held responsible for any eligibility issues that may arise.
- **The Pinedale Shootout is held on Sublette County School District #1 property – No Alcohol, Tobacco, Drugs or Pets are allowed.**

THE TEAMS

- Only 5 players allowed per team. Games may begin with only 2 players, but cannot finish with only 1 player.
- All rosters must be finalized prior to a team's first scheduled game. No roster changes will be allowed after this time.
- Players may only participate on one team.
- Teams must compete in their oldest player's age division.
- Team captains are expected to represent his/her team as spokesman in case of an appeal.
- **Each team is responsible for providing one person to work the scoretable/time clock**

THE GAME

- High School rules will apply to all games. Any infraction of regulations will result in loss of possession of the ball.
- GAME TIME IS FORFEIT TIME. All games will begin promptly on the hour and half-hour. All forfeits will be counted as a 16-0 win for the team present at the court.
- Substitutions are unlimited, but permitted only on dead balls or after a made basket.
- There will be one official per game.
- **NO** Dunking allowed during warm-ups.
- First possession will be determined by coin-flip.
- All High School and Adult league games will be played to 16 points, win by 1 point, or 25 minutes. If a game reaches 25 minutes, whichever team is ahead will be declared the winner. If there is no clear winner at the end of 25 minutes, teams will play a "Sudden Death" overtime period; the first team to score wins. First possession in overtime will be determined by coin-flip.
- All Middle School and Elementary School games will be played to 11 points, win by 1 point, or 25-minutes. If a game reaches 25 minutes, whichever team is ahead will be declared the winner. If there is no clear winner at the end of 25-minutes, teams will play a "Sudden Death" overtime period; the first team to score wins. First possession in overtime will be determined by coin-flip.
- Baskets inside the arc will be counted as 1-point and baskets outside the arc will be counted as 2-points. If rain moves games to the gym ALL baskets will be counted as 1-point EXCEPT the Men's Championship game.
- An unwritten 30-second shot clock is in effect at all times and may be enforced by the official at their discretion. Failure to attempt a shot in 30-seconds, after being advised by the official, will result in loss of possession.
- The ball will change possessions after made baskets.
- All dead balls will be put into play at the check line. The ball must first be "checked" by an opposing player and then **must be passed in to play**. The "Check Line" is the top of the three point line. No physical contact can be made during a throw-in and defense must give space like an inbound pass.
- The ball must be "cleared" beyond the arc on each change of possession. "Cleared" means your entire body and both feet must be behind the 2-point arc. Failure to "clear" will result in the loss of possession and the loss of any points resulting from that possession.
- All "jump balls" will go to the defense.
- Each team is allowed two (2) 45-second timeouts per game. The 25-minute clock will continue to run. Timeouts in the last minute of the game will stop the clock.
- All fouls will be handled in the following manner:
 - All fouls are team fouls
 - If the basket is made and a foul occurred; count the basket and the fouled player will shoot one free throw. Following the free throw, possession goes to the defensive team.
 - If the basket is missed; one free throw will be awarded on fouls inside the arc and two free throws will be awarded on fouls beyond the arc.
 - One free throw will be shot on the fifth team foul; two free throws will be shot on the eighth team foul.
 - All free throws will be counted as 1-point.
 - All free throws are DEAD BALLS; no rebounding.
- Continuous misconduct will result in dismissal from the tournament. A flagrant and/or deliberate foul, as determined by the official, and solely at their discretion, will automatically result in one point being awarded to the team which was fouled and they will maintain possession of the ball. Two flagrant fouls in one game will result in the ejection of that player from the game and possibly the tournament (at the director's discretion).
- Tournament officials reserve the right to disqualify any team for infractions such as use of illegal player(s) or unsportsmanlike behavior.
- Tournament officials will decide on any situation(s) that may come up that are not covered in these rules. The decision is final and cannot be appealed.