

3-On-3 Basketball Rules and Regulations

COURT AND BALL

1. The game will be play on a half court with 1 basket. The court will have a regular basketball playing court sized zone, including a free throw line and a 3-point line.
2. The ball shall be regulation sized for each age division.
 - 2a. Adult – 29.5 Circumference
 - 2b. Youth – 28.5 Circumference

TEAMS

1. Each team consists of no less than 5 players, and no more than 6 players. 3 from each team will play at a time.
2. Youth Teams must have a coach present for all games. Adult Teams coaches are not permitted.

GAME OFFICIALS

1. The game will be officiated by 1 referee, and 1 scorekeeper when available.

BEGINNING OF THE GAME

1. Both teams will warm-up simultaneously prior to the game, with a maximum 5 minutes being allotted.
2. A coin toss will determine which team gets first possession. The team that wins the coin flip can either choose to have ball possession at the beginning of the game, or to be the designated Home Team for the game.
3. The game cannot begin if one of the teams is not on the playing court with a minimum of 2 players ready to play.
 - 3a. In the event that 1 team is not ready to play when the game is scheduled to start, there will be a 3-minute grace period. After the grace period has passed, if one team is still not ready to play, the game will be forfeited and a max score win will be awarded.
 - 3b. In the event that 2 teams are not ready to play when the game is scheduled to start, the game will be abandoned and a score of 0-0 will be awarded to both teams.

SCORING

1. Every shot from inside the arc will be awarded 2 points.
2. Every shot from outside the arc will be awarded 3 points.
3. Free throws will be awarded up to 3 points, depending on the foul situation. See FOULS/FREE THROWS for more specificity.

PLAYING TIME/WINNER OF A GAME

1. The game will be played for 1 period of 20 minutes with a running clock, or if either team reaches the maximum score for the age division.
 - 1a. Adult – The game will end when one team reaches 60 points.
 - 1b. Adult - The clock will stop during dead ball situations and free throws for the final 2 minutes of regular time.
 - 1c. Youth – The game will end when one team reaches 45 points.
 - 1d. Youth - The clock will stop during dead ball situations and free throws for the final 1 minute of regular time.
2. If the score is tied at the end of regulation, the game will be scored as a tie.
 - 2a. In the event of a tie game with a winner needing to be determined, a sudden death overtime will be played, with the first team to score 2 points being declared the winner.
3. A team will lose the game by default if they leave the court before the end of the game, or all the players of the team are injured or disqualified. In case of a default loss situation, the remaining team will be awarded a max score win.
 - 3a. A team losing by default forfeit or tortuous forfeit will be up for review from the basketball director and may be disqualified for up to the remainder of the season.

FOULS/FREE THROWS

1. A team is in a penalty situation after it has committed 5 fouls. Players are not excluded based on the number of personal fouls committed, and they are not tracked accordingly.
2. Unsportsmanlike and disqualifying fouls are counted as 2 fouls for the team foul count, and the offending player may be disqualified at the discretion of the referee.
3. If a foul is committed on a player in the act of shooting, the fouled player will be awarded 1 free throw, scoring 1,2, or 3 points, depending on the foul situation.

- 2a. The 1 free throw attempt for a foul committed during the act of shooting inside the arc will be awarded 2 points.
- 2b. The 1 free throw attempt for a foul committed during the act of shooting outside the arc will be awarded 3 points.
- 2c. The 1 free throw attempt for a foul committed during the act of a successful shot both inside and outside the arc will be awarded 1 point.
- 2d. The 1 free throw attempt for a penalty situation will be awarded 1 point and possession of the ball after the shot, regardless of shot success.

HOW THE BALL IS PLAYED

1. The game will start or resume once the offense passes the ball to the defense, and then it is returned to the offense. This will be referred to as "Checking It Up".
 - 1a. Adult – Checking It Up will occur at the top of the 3-point arc.
 - 1b. Youth – Checking It Up will occur at the top of the free throw line.
2. After Checking It Up, 1 pass must be made before the offense may score, unless a quick foul occurs that results in a penalty situation.
3. Following each unsuccessful shot, the defense must immediately advance the ball behind their age division's specific play-line.
 - 2a. Adult – The defense must advance the ball above the 3-point arc.
 - 2b. Youth – The defense must advance the ball about the free throw line.
4. If the defense steals or blocks the ball, they must return the ball behind their age division's specific play-line.
5. A player is considered behind their age division's specific play-line when both of their feet are clearly not touching the line or arc.
6. In the event of a jump ball situation, possession will be given to the defensive team.
7. Youth games will be played with a maximum of 6 dribbles per player before a pass is made. This is to ensure the game is focused on ball movement and team play.
 - 7a. In the event of more than 6 dribbles, the ball will be given to the defense at the top of the free throw line, resuming the game with Checking It Up.

STALLING

1. A verbal shot clock will be in effect to maintain a proper game pace, with each possession consisting of no more than 30 seconds.
2. In the event of a shot clock violation, possession will change to the defense.
3. In the event of egregious stalling or consistent shot clock violations, the referee may award a technical foul to the offending team, rewarding the other team with 1 free throw worth 1 point and possession of the ball.
4. An offensive player shall not hold the ball with their back or side to the basket for more than 5 seconds, or possession will change to the defense.

TIMEOUTS

1. Timeouts may only be used during a stoppage in play.
2. Each team will be given 30 seconds per timeout called.
 - 2a. Adult – 1 Timeout per game
 - 2b. Youth – 2 Timeouts per game

COACHES AND SPECTATORS

1. All spectators are to remain behind the glass, off the courts, during the duration of the game.
 - 1a. Spectators will be warned once to return behind the glass during a match, and then asked to leave the facility if asked a second time.
 - 1b. In the event of a spectator not remaining behind the glass after being warned, the referee may choose to abandon the match, resulting in a forfeit for the offending team.
2. Coaches are limited to 1 per team maximum.
 - 2a. Adult – No Coaches allowed for either team
 - 2b. Youth – 1 Coach only per team
3. Coaches are to remain positive and focused on their own team.
 - 3a. In the event of a coach not properly conducting themselves in a positive manner, the referee or basketball director may excuse the coach from the game, up to resulting in a forfeit for their team.