NOCO BASKETBALL 3V3 RULES

• The game of 3x3 is played on a half court with one basket.

Game ball sizes

- BOYS
 - 3rd-6th- 28.5
 - 7th-12th-29.5
- GIRLS
 - 3rd-5th- 27.5
 - 6th-12th-28.5

• Game Officials

There will be one game official and one scorekeeper.

Pre-game

- Both teams will be allowed 2 minutes to warm up prior to game time.
- o Teams will need a minimum of 3 players to compete in the game.

Scoring

- Every shot inside the arc shall be awarded 2 points.
- Every shot behind the high school arc will be awarded 3 points.
- Free throws will not be shot during the game. Note: see FOULS.

• Playing time/ Winner of a game

- o Games will be played with a 20 minute running clock.
- The game clock will only be stopped for an injury, team timeout or at the officials discretion.
- The game will end once the game clock has run for the full 20 minutes and there is no tie.
- If the score is tied at the end of the 20 minutes of game play, an extra period of time will be played. Overtime will be 1 minute and the first team to score in overtime wins the game.
- If at the scheduled start time a team does not arrive ready to play with 3 players, that team shall forfeit. The score shall be recorded as 15-0.
- A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. The winning team can choose to keep its score or have the game be recorded as a forfeit.

• Flow of the Game

- Following each successful field goal the team that scored will switch to defense.
 - There shall be an exchange of the ball between the defensive and offensive player behind the arc at the top of the court. "Check-ball"

- o Following each unsuccessful field goal.
 - If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
 - If the defensive team rebounds or steals the ball, it must return the ball behind the arc by passing or dribbling the ball.
 - **Note:** There is a NO PRESS rule in effect. If the defensive team rebounds the ball. The team that attempted the field goal must not attempt to steal the ball or prevent the opposing team from getting the ball out past the arc.
- Possession of the ball given to either team following any score shall start with an
 exchange of the ball between the defensive and the offensive player behind the arc
 at the top of the court.
- A player is considered to be "behind the arc" when neither of his/her feet are inside nor touch the arc
- In the event of a jump ball situation, the defensive team shall be rewarded the ball.
- o In the event of a shot clock violation the defensive team shall be rewarded the ball
- All out of bounds will result in "check- ball" Regardless of where the ball went out of bounds.

Substitutions

Substitutions can be done by either team prior to the check-ball. The substitute can
enter the game after his teammate steps off the court. Substitutions can only take
place behind the arc. Substitutions require no action from the referees or scorers
table.

Time-outs

Teams will be granted 1 timeout per game.

Fouls

- A team is in a penalty situation after it has committed 5 fouls. After a team has reached 10 fouls, any subsequent foul will be considered a technical.
- Non-shooting fouls during the first 5 fouls result in NO Points and the offense retaining possession.
- There are no personal fouls.
- Fouls during the act of shooting inside the arc will result in the offense being awarded
 2 points and the defense will be assessed a team foul.
- Fouls during the act of shooting outside of the arc will result in the offense being awarded 3 points and the defense will be assessed a team foul.
- Fouls during the act of shooting followed by a successful field goal will result in the offense retaining the awarded points plus 1 point.
- Team fouls 6-9 shall be awarded with 2 points and possession of the ball. The 10th and any subsequent team fouls will be technical fouls and along with unsportsmanlike fouls, will be awarded 3 points and possession of the ball.

End of Game

- At the end of the game one player from each team will be required to sign the scoresheet acknowledging that the score is correct on the scorecard.
- After the scoresheet is signed there can be no protest of score and the score shall be recorded.

 If there is a protest of the score a representative of the team must present the protest to the tournament organizer before the scoresheet is signed. Once the scoresheet is signed there can be no protest.

Standings

- Standings will be determined in the following order
 - 1. Win/loss ratio
 - 2. Head-to-head confrontation
 - 3. Least amount of points allowed
 - 4. Most points scored
- Playoffs will be determined by the teams standings.

• Disqualification

• A player committing two unsportsmanlike fouls will be disqualified from the game by the referee and removed from the playing area by a tournament representative.