

3v3 RULES

<p>Game Time</p>	<p>The regular playing time shall be 2 periods of 8 minutes.</p> <p>The game clock will be stopped during dead ball situations and free throws. The game clock will be restarted when:</p> <ul style="list-style-type: none"> • During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed. • After a successful last free throw, the ball is checked and is at the disposal of the offensive player. • After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
<p>Beginning the Game</p>	<p>Team captain (or selected teammate) will Rock/Paper/Scissors to see who gets the ball first. Teams can choose to start the game with the ball or defer and start the second period with the ball.</p>
<p>Overtime</p>	<p>If the score is tied at the end of regular playing time, an overtime will be played. A new Rock/Paper/Scissors determines who gets the ball at the beginning of overtime. The first team to score 1 point in the overtime wins the game.</p>
<p>Scoring</p>	<ul style="list-style-type: none"> • Every shot from inside the 3-point arc (1-point field goal area) shall be awarded 1 point. • Every shot from behind the 3-point arc (2-point field goal area) shall be awarded 2 points. • Every successful free throw shall be awarded 1 point.
<p>How the Ball is Played</p>	<p>Following each successful field goal (except those followed by ball possession):</p> <ul style="list-style-type: none"> • A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the 3-point arc to a place on the court outside the 3-point arc. • A player from the scoring team (now on defense) can play defense as the ball is dribbled or passed out to a place beyond the 3-point arc. If the player from the non-scoring team has not dribbled yet, the defensive player must give the non-scoring player arms length space to begin a dribble or pass. The scoring team (now on defense) can steal the ball once a dribble or pass is made. If the ball is stolen from the non-scoring team as they try to clear the ball past the 3-point arc, the team stealing the ball must now clear the ball past the 3-point arc before attempting to score. <p>Following each unsuccessful field goal or last free throw (except those followed by ball possession):</p> <ul style="list-style-type: none"> • If the offensive player rebounds the ball, they may continue to attempt to score without returning the ball behind the 3-point arc. • If the defensive player rebounds the ball, they must return the ball outside the 3-point arc (by passing or dribbling). <p>If the defensive team steals or blocks the ball, they must return the ball outside the 3-point arc (by passing or dribbling). Possession of the ball given to either team following any dead ball situation will start/resume with a checkball, i.e. an exchange of the ball (between the defensive and the offensive player) outside the 3-point arc at the top of the playing court.</p> <p>A player is considered to be “outside the 3-point arc” when neither of their feet is inside or on the 3-point arc line.</p> <p>In the event of a jump ball situation, the game will be resumed with a checkball for the defensive team when the jump ball occurred.</p>

<p style="text-align: center;">Fouls</p>	<p>Keep track of team fouls.</p> <ul style="list-style-type: none"> • On the 5th, 6th, 7th, 8th, and 9th team foul, the other team gets one free throw. • On the 10th (and beyond) team fouls the other team gets two free throws. <p>For shooting fouls:</p> <ul style="list-style-type: none"> • Shooter receives one free throw for a shot taken inside the 3-point arc. If the shooter makes the shot when fouled (an “And 1”), the team is awarded one point for the made shot and shoots one free-throw (for a possible 2-point play). • Shooter receives two free throws for a shot taken outside of the 3-point arc. If the shooter makes the shot when fouled (an “And 1”), the team is awarded two points for the made shot and shoots one free-throw (for a possible 3-point play). <p>On free throws, a missed shot is played live. A made free throw is checked at the top.</p> <p>*Offensive fouls do not result in foul shots.</p>
<p style="text-align: center;">Stalling</p>	<p>Stalling is not permitted. The referee should countdown 5 seconds if a team is not actively trying to score. It becomes a violation (turnover) and the other team receives the ball, which is checked at the top.</p>
<p style="text-align: center;">Substitutions</p>	<p>Substitutions can be made on any dead ball.</p>
<p style="text-align: center;">Intentional Fouls</p>	<p>Any fouls that are intentional or dangerous will result in that player stepping out of the game and 1 point and the ball awarded to the team fouled. That player is able to return to the game at the discretion of the referee.</p>
<p style="text-align: center;">Timeouts</p>	<p>Each team is allowed one 60 second timeout during the last minute of the second half.</p>