

3x3 Basketball Rules:

Roster

- A maximum of 5 players on the Roster
- No changes of players roster can be made once the team is registered. If an emergency arises the player

Start of Game

- Each team should consist of a minimum of 3 players: maximum 5.
- A coin flip shall determine which team gets the first possession.

Scoring

- Shot inside the arc count as 1 point
- Shot behind the arc (3pt line) count as 2 points
- A free throw count as 1 point

Playing time/Winner of a game

- Each game will consist of two twelve-minute halves with a 5-minute break in between. The team must win by only one point.

Overtime

- If the score is Tied at the end of playing time, an extra period will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
- A coin flip shall determine which team gets the first possession.

Forfeit

- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. A five-minute grace period will be incorporated.
- A team shall lose by default if it leaves the court before the end of the game or if they do not have enough players to fill the team. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

How the ball is played

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court to the top of the arc. When a player is passing the ball to their teammate, the teammate that is receiving the ball should be behind the 3pt line at the top of the arc.

- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc (3pt line).
- If the defensive team rebounds or steals the ball, it must return the ball at the top of arc behind the 3pt. line (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation should start with an exchange of the ball (between the defensive and the offensive player) check the ball at the top of the arc behind the 3pt. line.
- Stalling or failing to play actively after 30 seconds (i.e. not attempting to score) will be a violation given by the game official.

Foul/Free Throws

- Fouls during the act of shooting inside the arc shall be awarded 1 free throw, fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful shot will be awarded 1 additional free throw.
- Team fouls 7, 8 and 9 should always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession.

Substitutions

- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Time-outs

- Each team will have one 30-second time out for each half, a player can call the time-out in a dead ball situation.
- *Remember each team only gets 1 time out per half

Players Code of Conduct

1. Respect the rights, and worth of fellow players, coaches, officials, and spectators.
2. Players should present themselves in a professional manner relating to language and temper.
3. Players can direct any issue with spectators or other players to the game officials or tournament workers.