

3 Vs. 3 Basketball Rules & Regulations

1. GAME CLOCK

- A. Playing time shall be two 12-minute running halves.
- B. Intermission of one minute for half-time.
- C. The clock will stop **ONLY** for:
 - Time outs, except during the last 2 minutes of each half when the clock will operate in accordance with NFHS Rules.
 - Additionally: Clock stops after a made basket during the last minute of the second half.
- D. **OVERTIME PERIODS:** Ball possession is determined by a coin-flip for each OT period
 - 1st - Two minutes, clock will stop in accordance to normal timing regulations
 - 2nd - Sudden Death: Officials administer a jump ball and first team to score is declared the winner.

2. TIME OUTS

- A. Each team has two 60 second timeouts per half.
- B. Unused timeouts do **NOT** carry over from one period to the next.
- C. If a game goes into overtime, each team shall receive no more than one additional 60 second timeout, regardless of the number of overtimes.

3. FOULS AND PENALTIES

- A. A player is disqualified on the 5th foul.
- B. Team fouls carry over into the second half and overtime periods.
- C. **BONUS:** On the 7th team foul, a bonus shall be awarded for the remainder of the game
- D. **DOUBLE BONUS:** On the 10th team foul, a double bonus shall be awarded for the remainder of the game
- E. All technical and personal fouls assessed to an individual will count toward that player's 5 fouls for disqualification and/or toward a team's 7 fouls for bonus purposes.

4. FREE THROWS

- A. Any shooting foul with a converted basket shall result in the basket being awarded along with one free throw
- B. Running Clock Free Throw Administration
 - Clear the lane - all players position themselves beyond the 3-pt arc
 - Free thrower takes the attempts
 - **“Automatic Possession”** is awarded to the shooting team (offended team) and re-gain possession of the ball for a throw-in
- C. Stopped Clock Free Throw Administration
 - During the last 2-minutes of each half, and during any overtime period
 - **“Live Rebounding”** rules will be in effect (automatic possession no longer applies)
 - During live rebounding all players line up in the free throw lanes
- D. The free throw shooter shall not break the vertical plane of the free-throw line with either foot until the ball strikes the rim, flange or backboard or until the free throw ends.
- E. No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-throw shooter has released the ball.

5. THROW-IN AREA AND BALL IN & OUT OF PLAY

- A. The game shall be played using the 3-point **“check line”**. The ball shall be returned to a point behind the check line after each change of possession as follows:
 - After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key **“throw-in area”**. The ball must be advanced into play by means of a pass to a teammate.
 - **“Throw-in area”** is defined as the space at the top of the key with a width no less than the free throw lane extension area and a depth no less than 5 feet from the top of the 3-point line.
 - **Throw-in Violation:** Offense fails to pass the ball in, results in dead ball & turnover

B. After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with BOTH feet behind the line. The ball does not have to pass behind the 3-point check line; only the player's feet.

- **Check Line Violation:** Offense fails to establish both feet behind the check line prior to attempting a shot, results in dead ball & turnover

- **NOTE:** Once the ball is checked during a live ball, the player who returns the ball behind the check line may maintain possession and attempt to score.

6. **PLAYER RESTRICTIONS WHEN INBOUNDING THE BALL**

A. **5-SEC INBOUND RULE:** following a made basket or dead ball, the ball shall be put in play within five seconds from the time the ball is in the throw-in area, regardless of whether or not the inbounder has taken possession of the ball.

- **Inbound Violation:** New offense fails to attempt a throw-in with 5-seconds following a made basket or any dead ball scenario, results in turnover & possession arrow does not change.

B. Inbounder must stay within the designated throw-in area

C. The defense may defend anywhere on the court, however, no player (offensive or defensive) may enter the throw-in area, which is considered out-of-bounds

D. The inbounder may not hand-off the ball to a teammate.

E. The inbounder's teammates may not enter the **3-second lane** to receive a pass or set a screen until the inbounding team takes possession of the ball at the throw-in area; they may cross and exit the lane to reposition themselves prior to the inbound pass.

F. The 3-sec lane count & 5-second throw-in count shall not begin until the new offensive team takes the ball behind the check line.

G. **Offensive team throw-in area violations** result in loss of possession.

H. **Defensive team throw-in area violations** result in a warning followed by a technical foul and loss of possession.

7. **SUBSTITUTIONS**

A. Substitutions may be made after a basket, foul shot, stoppage of play, and any time an official beckons the player onto the court.

- **Illegal Substitutions:** If player enters the court without being beckoned by the official, the result is a team warning.
- All subsequent illegal substitutions will result in a technical foul and loss of possession.

B. Substitutions during a free throw must wait to enter the court until just prior to the last free throw.

C. On all stoppage of play, substitutions must be made prior to the inbounder possessing the ball in the throw-in area.

D. The defensive team can only substitute after a made basket or free throw.

8. **TECHNICAL FOULS (UNSPORTING AND ADMINISTRATIVE)**

A. Award two free throws from any player on the offended team

B. Award possession of the ball

C. All technical fouls count towards team fouls

D. Any player who receives two technical fouls results in ejection

E. Administrative Technical Fouls include:

- Delay of Game
- Improper Substitutions
- Defense reaching over the plane of throw-in area
- Delay of returning to floor after timeouts or intermission
- Interfering with the ball and not allowing it to be readily available for a throw-in
- Wrong number in scorebook & player not listed in scorebook after game starts