



## 3 v 3 Adult Basketball Rules

### 1. Teams and Start of Games

- a. Each team shall have at least 3 players per roster and up to 5 total.
  - i. 3 on court and 2 substitutes.
- b. Games will start if at least two players are present.
- c. A team will lose by forfeit if 2 players are not present at the start of the game at the end of a 10 min grace period.
- d. The game clock will start at the designated start time. If a team does not have two players present, one point will be added to the present team for every two minutes the other team is not ready for play.

- e. Games will be forfeited if a team is not present before the 10 min grace period is complete.

## **2. Playing Time/Winner of Game**

- a. Games will go to 30 points or until 25 minutes of regular playing time, whichever comes first.
- b. If the score is tied at the end of playing time, an extra period will occur
- c. The first team to score 2 points in overtime wins the game.

## **3. Scoring and Fouls**

- a. Every shot made inside the arc (3 point line) shall be awarded 1pt. Every shot behind the arc will be awarded 2pts.
- b. All Free throws will be awarded 1 point.
- c. Players cannot foul out, but technical foul free throw opportunities will be given to the opposing team when a team has reached 10 team fouls.
- d. A team is in the penalty situation after a team has committed 7 fouls.
  - i. Fouls 7, 8, and 9 shall be awarded 1 free throw.
  - ii. The 10th foul will be awarded 2 free throws.
- e. Fouls during the act of shooting inside the arc will be awarded at least 1 free throw and 2 free throws behind the arc.
- f. Fouls during the act of shooting followed by a successful field goal will be awarded 1 additional free throw.
- g. All technical or flagrant fouls will result in two free throws and the ball for the opposing team.
  - i. Players will be ejected from the game if they are given 2 technical fouls.

- ii. An ejection from any game results in a one week facility suspension.

#### **4. How the Ball is Played**

- a. Following each successful field goal or last free throw;
  - i. A player from the non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
  - ii. The defensive team is not allowed to play for the ball in the “no charge semi-circle area” underneath the basket.
- b. Following each unsuccessful field goal or last free throw;
  - i. If the offensive team rebounds the ball, they may continue to attempt to score without returning the ball behind the arc.
  - ii. If the defensive team rebounds or steals the ball, they must return the ball behind the arc by passing or dribbling the ball there.
- c. Possession of the ball is given to either team following any dead ball situation shall start with an exchange of the ball between the defensive player and the offensive player behind the arc at the top of the court.
- d. A player is considered to be behind the arc when neither of his feet are inside nor stepping on the arc.
- e. In the event of a jump ball situation, the defensive team shall be awarded the ball.

#### **5. Stalling**

- a. Stalling or failing to play actively (attempting to score) shall be a violation.

- b. A 12-second count will be started if the referee determines that a team is stalling.

## **6. Miscellaneous**

- a. One 30 second timeout will be granted to each team.
- b. A player can call a timeout during a dead ball situation or if their team is in possession of the ball.
- c. A 1-2 min warm up will be given if possible.
- d. Playoffs will be single elimination with seeding determined by the following;
  - i. Overall record
  - ii. Head to head record
  - iii. Point differential