

# 3 on 3 Rules



## Roster

Only 4 players per team. No exceptions. Roster substitutions can be made online and/or at team-check-in. No roster substitutions after games have begun.

## Which Team Receives the Ball First?

Rock paper scissors will be played to decide which teams receives the ball first. Best out of one.

## Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner. (See below for exceptions).

## Length of Game – All Divisions

### If a score of 20 is achieved within 20 minutes:

The target score for all games is 20 points, meaning the first team to reach 20 points within 20 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. If neither team has reached a score of 20 points, the court monitor shall stop the game after 20 minutes of play. The 20-minute clock is stopped during team time-outs and if the court monitor stops play for a player injury or other unusual circumstance. If neither team has reached a score of 20 points, the court monitor shall stop the game after 20 minutes of play. In all situations, the court monitor shall declare a technical foul if the monitor decides that a team is intentionally stalling to run out the clock.

### \*Stalling is not allowed

#### If a score of 20 is not achieved within 20 minutes:

After 20 minutes, the team with the lead shall be declared the winner, regardless of the margin. Only if the teams are tied will an overtime session be played. In overtime, the first team to score a total of two points shall be declared the winner. The only exceptions are for the elite division, where all games go to 20 points and in grades 3-6, where overtime will be decided by sudden death, meaning the first team to score wins. Rock/Paper/Scissor will decide who gets the ball out of bounds first in overtime. No game shall go beyond 20 points. If a game is tied at 19 after 20 minutes, the first team to score in overtime shall be declared the winner. Use the following examples:

- Score tied 16 to 16: First team to 18 wins
- Score tied 8 to 8: First team to 10 wins
- Score tied 19 to 19: First team to 20 wins (no game goes beyond 20)
- Score is 12 to 11: No overtime needed since one team has a lead

## Overtime:

Possession is established by Rock/Paper/Scissor at the beginning of overtime play.

## Checked Ball

An opposing player must “check the ball before it is put into play. The check-in must occur behind the designated check in line, not on the baseline or sideline. The pass may occur anywhere on the court, **but the on-ball defender must remain behind the check in line.** You must begin play with a pass after the check. You do not need to check the ball on live play (when taking it back behind the line). In divisions consisting of players entering grades 2 through 4, the first pass, if made behind the free-throw line extended, may not be contested by the opposing team. If the first pass is made in front of the free-throw line extended, towards the basket, full defense may be played.

## Change of Possession

The ball will change possession after scored baskets and all free-throw attempts except for Technical, Intentional, or Flagrant fouls. There will be no “make it, take it” rule.

## Taking It Back

The ball will be “taken back” on each change of possession, regardless of if a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the established “take-back” line, not the sidelines. You do not need to check the ball on live play (when taking it back behind the line).

## Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the back-court line.

## Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom, and sides, shall be considered in-bounds.

# 3 on 3 Rules



## Jump Ball

In a jump ball situation, the ball will first go to the team which lost the opening rock/paper/scissor match, with alternating possessions thereafter.

## Substitutions

Substitutions may only be made during a time-out or a “dead ball” situation.

## Time-Out

There will be one time out given per team per game.

## Basket Height

1/2 division will play on an 8-foot basket.

All other divisions will play on a 10-foot basket.

## Warm-ups

Please warm up prior to your game time. To keep tournament on schedule, there may not be a warmup before your game time. We will start as close to the scheduled game time as possible.

## Fouls

All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts, and no free throw shot is awarded and possession alternates. During a free throw, opposing team players may not intentionally disrupt the shooter’s unhindered shot. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games except adult division. Adult division will have a court monitor, but it is call your own foul rules.

## Technical and Flagrant Fouls

A technical foul results in one point for the offended team and possession of the ball.

## Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively try to advance the basketball toward the basket and shoot the ball at the basket. It is a method used to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

## 3 seconds in the key

3 seconds in the key rule will be enforced If 3 seconds in the key is called on offense, it will result in a change of possession and the other team’s ball.

## Unsportsmanlike Conduct & Cheating

This is a family-friendly community event. Any unsportsmanlike conduct and/or cheating will result in removal from the tournament.

## Players

Only 4 players per team. No exceptions. Any roster substitutions must be given to our review board onsite. The review board will make the final decision.

## Ball Size

- Youth in grades K-6<sup>th</sup> grade, all girls and women’s divisions, and unified division will use a 28.5” basketball.
- Boys in grades 7-12, adult men’s, and adult coed divisions will use a 29.5” basketball.

## Game Ball

An official Capital City 3on3 basketball will be supplied for use during games. If a team wants to use a different ball in their game, both teams must agree at the beginning of the game and the same ball must be used throughout whole game.

## Review Board

Any game-specific situations in question will be brought to our review board onsite to decide.