

3 v 3 Basketball - Rules

Any rule not mentioned in the following will be governed by National Federation of State High School Association rules.

General Provisions and Equipment

Team Requirements

1. No ID...No Play...No Exceptions!
2. A team consists of **three** players, but may start with **two** players.
3. Game time is forfeit time.
 - a. When a team has forfeited, the opposing team must have at least **two** players checked in with the supervisor to receive a win after the optional grace period has expired.
4. Substitutions must be reported to the scorer before entering the game.
 - a. Substitutes may enter the game only when the official acknowledges them.
 - i. **Penalty:** Technical foul.
5. Spectators are not permitted in a team's bench area. Each team will be allowed to have two coaches in the bench area.
6. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game.
 - a. Spectators must also remain in the area designated by the officials.
 - b. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.
7. Dunking will be permitted; however, anyone found hanging on the rim for purposes other than safety will be issued an **automatic technical foul** and may be ejected from the game.

Equipment

1. Teams must wear shirts with the same shade of color, and each shirt must have a different number (numbers greater than 2-digits are not allowed).
 - a. The size of each number must be at least three inches. Numbers must be written or painted. Numbers MAY NOT be taped onto the shirt.
2. All players must wear non-marking rubber-soled athletic shoes.

3. Jewelry, including rings, bracelets, necklaces, watches and earrings, are illegal.
 - a. Also, hats and bandanas are not permitted. Taping of earrings or other jewelry is not permitted regardless of the reason.
 - i. Medical emergency bracelets/necklaces may be worn but must be taped to the person.
 - b. Refusal to abide by these rules will result in a technical foul.
4. Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game.
 - a. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

The Game

Game Structure

1. Game time will be **twenty-five minute** of continuous running time.
 - a. The clock only stops for time outs and official time outs (e.g. for injuries or retrieving a ball).
2. Scoring will be by 1's and 2's
 - a. High school 3 point arc will be used
3. No free throws will be shot.
 - a. If during a shooting foul, the ball will be re-checked up at the top of the key by the offended team.
4. If a team is leading by 15 points or more in the final two minutes of the game, the mercy rule will be put into effect and the game will be over.

Overtime

1. Overtime will **ONLY** be played during the playoffs, if necessary.
 - a. In the event of over-time, a three **(3) minute period** shall be played to determine a winner.
 - i. The clock will not stop during the overtime period.
 - ii. Team fouls will carry over to the over-time period.

Time-outs

1. Each team will have **one (one-minute) time outs** per game.
2. Time-outs may **ONLY** be called by the team with possession of the ball or during a dead ball situation.
 - a. Only players that are in the game may call a time-out.
 - b. Bench personnel and coaches may not call time-outs.
 - c. After a time-out, the ball will be inbounded closest to the spot where the ball was when the timeout was called.
3. If a player/team calls a timeout when they do not have any left, a technical foul will be issued.
4. **One (30-second) time-out per overtime** period is allowed.
 - a. Timeouts from regulation play do not carry over into the overtime.

Violations

On-Court Violations

1. **Three Seconds:** An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three seconds while the ball is in his/her team's front-court.
 - a. **Penalty:** Turnover.
2. **Five Seconds:** If a player is closely guarded (within six feet) in the front-court and holds the ball for more than five seconds, or dribbles the ball for more than five seconds then a violation will be called.
 - a. **Penalty:** Turnover.
3. **Kicking:** It is a violation to *intentionally* strike the ball with any part of the leg or foot; accidentally striking the ball with the foot or leg is not a violation.
4. **Elbowing:** Swinging of the elbows while in possession of the ball without pivoting either foot will result in an offensive violation.

Check-In Violations

1. The checker shall pass the ball to the defending team in a returnable and timely manner or hold the ball out and have the defending team touch-check the ball.
 - a. **Penalty:** Turnover
2. The defending team must return the checked ball in a catchable and timely manner.
 - a. **Penalty:** Delay of game technical

Fouls

Common Fouls

1. A personal foul involves illegal contact with an opponent while the ball is live.
 - a. A personal foul hinders an opponent from performing normal defensive and offensive movements.
2. A player shall be allowed **five (5) personal fouls** per game.
 - a. On the fifth personal, a player shall be removed from the game.
3. A double foul is a situation in which two opponents commit personal fouls against each other at approximately the same time. In the case of a double foul, fouls are recorded, no free throws are awarded, and possession is awarded based on the alternating possession arrow.
4. When a player control (charging) foul is committed, no points can be scored and no free throws will be shot.

Intentional and Flagrant

1. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, and contact away from the ball or when not playing the ball.
 - a. Contacting the arm or ball of an inbound player behind the imaginary line shall result in an intentional foul.
2. A flagrant foul may be a **personal or technical** foul of a violent or savage nature or a technical non-contact foul, which displays unacceptable conduct.
 - a. If a flagrant foul occurs, the player is ejected from the game.
 - i. The offending team shall receive two (2) shots and possession of the ball at the spot closest to where the foul occurred.

Technical Fouls

1. A technical foul is a foul by a non-player, a non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead.
2. **Two (2) technical fouls** against a player or coach will result in immediate ejection of that person from the game.
 - a. All ejections will be accompanied by an ejection form which is filled out by the issuing official and the court supervisor.

3. Slapping either backboard or grabbing the rim is a technical foul.
 - a. **Exception:** a player may grab the rim to prevent injury.
4. Dunking during warm-ups or in a dead ball situation will result in an **technical**.
5. A technical foul on a spectator or coach is charged to the team captain.
 - a. Any two players and/or coaches and/or spectators ejected from a game will result in an automatic forfeiture of the game by the offending team.
 - b. A technical foul will also be recorded as a personal foul of the offender; also included in the total team fouls.

Free Throws

General Rules

1. The one-and-one bonus goes into effect when a team has accumulated **seven (7) fouls** each half.
 - a. This rule applies to all fouls except shooting, player control, technical, intentional or flagrant.
 - b. **All fouls in one-and-one will result in an automatic point being awarded to the offended team.**
2. When a player control foul is committed, it will result in a turnover.
3. Players will be automatically granted 1 point for offended Technical, Intentional and Flagrant fouls and possession of the ball.
 - a. If intentional foul on a shot, the shot will count and 1 extra point will be awarded

Summary of 3on3 Rules

1. No Free-Throws will be shot
 - a. Automatic 1 points and ball back if a technical, intentional, or flagrant foul is called
 - b. If fouled during a shot, ball is checked back up top
2. Ball must be checked at the top of the key outside the 3 point arc
 - a. Offense can dribble or pass after the check but must stay outside the 3 point arc and free throw line extended
 - b. Players cannot shoot or drive after the check
 - i. **Penalty:** Turnover
3. **ALL rebounds** (even airballs or a shot that does not touch the rim) must be taken back to the top of the key above free throw line extended and outside the 3 point arc before being taken back in
 - a. After this, players may drive or shoot

Summary of Co-ed Rules

1. A team consists of **three players**; *two (2) men and one (1) women, or two (2) women and one (1) men*. A team may begin with two **(2) players**; *one (1) men and 1 (1) women*.
2. A women's basketball will be used unless both captains agree prior to the start of the game that a men's size basketball will be used.