

SPRING 2020

3 on 3 Basketball League



Rules & Regulations

BEGINNING OF GAME

- R-P-S shall determine which team gets to shoot for ball. "Hit or miss." If the shot is made the team can choose to get possession at the beginning of the game or at the beginning of a potential overtime.
- The game must start with three players on the court.

TIME

- Two 8-minute halves, running clock.
- Clock will stop on FT's and final one minute of 2nd half. Clock does not stop for out of bounds.

SCORING

- Every shot inside the arc shall be awarded one (1) point.
- Every shot behind the arc shall be awarded two (2) points.
- There will be a special 3-point "X" on the court which will be worth three (3) points.
- Every successful free throw shall be awarded 1 point.

FREE THROWS/FOULS

- If a foul occurs in the act of shooting after a made basket, one additional free throw is awarded.
- Penalty situation after six team fouls, one bonus free throw will be awarded. After nine team fouls, one bonus free throw and possession of the ball.
- Fouls committed during the act of shooting inside the arc will be awarded one free throw.
- Fouls committed during the act of shooting outside the arc will be awarded two free throws.

GAME FLOW

- After a made basket, the defensive team will resume play by freely dribbling or passing the ball beyond the arc, no "checking it up." Dead ball start ups will resume by "checking it up."
- If after a missed free throw, the offensive team can attempt to score the ball without having to "clear it."
- In the result of a steal, airball or turnover, the new offensive team must "clear" ball beyond the arc.
- "Jump balls" will result in possession awarded to the defensive team.

OVERTIME

- Overtime will consist of a five minute period where it will be "sudden death." If nobody scores, within the five minutes, there will be a free throw "hit or miss" scenario
- The team that does not start with ball in OT will have one shot. Makes the shot = win, miss= lose.

TIMEOUTS

- One 30 second time out per game. Timeouts can carry over to OT. No additional timeouts added in OT. Timeouts can only be called in dead ball situations.

SUBSTITUTIONS

- Subs may come in only during a dead ball situation prior to the "check ball."
- There will be a mandatory substitution at the four minute mark of each half.

STALLING

- Stalling or failing to play actively (attempting to score) shall be a violation.
- A team not sufficiently trying to attack the basket, the referee shall give them a warning and then a 5 second countdown to shoot..