

## **3 ON 3 BASKETBALL RULES**

1. The first team to reach 21 points will be declared the winner, or, any team ahead after 25 minutes.
2. Teams must have at least two players to start the game.
3. Basketball or athletic shoes must be worn. Black-soled shoes, boots, and sandals are prohibited.
4. All jewelry must be removed before the start of the game. This includes, but not limited to, necklaces, earrings, facial piercing, bracelets, and watches. Hats or headwear may not be worn during play. If you cannot remove said items then you cannot play.
5. Scoring... 1 point inside the arc and 2 points outside the arc.
6. Possession changes after each made basket.
7. The clock will run continuously except for timeouts.
8. One timeout per game.
9. Overtime will be two minutes running clock
10. Players are responsible for making their own calls. Please honor all fouls. If a player calls a foul in the act of shooting and makes the basket, the basket will be negated. The ball will be taken out at the top of the key (behind the two point arc).
11. Substitutions are permitted after a made basket or during any stoppage of play (out of bounds, injuries, time outs, etc.). Illegal substitutions will be penalized with a 2-shot technical foul and the non offending team will retain possession of the ball.
12. Flagrant or continuous misconduct may result in the dismissal of the offending player. If the court monitor rules a foul was flagrant, the player fouled will shoot two free throw and retain possession. Two flagrant fouls will result in the automatic ejection from the game. Anyone involved in fighting, for any reason, will be ejected from the tournament.
13. After all fouls or if the ball is out-of-bounds, the ball will be taken out at the top of the key.
14. Alternating possession on all jump balls will be in affect. The first alternating possession will be given to the team that did not start the game with the ball. The alternating order will continue through out the game.
14. Players made be added to the team's roster up till the first game.
15. No roster changes are allowed after the team's first game.
16. All players must sign a waiver before playing.

**17. On all change of possessions (including air balls), a player must have control of the ball with at least one foot outside the 2-point arc.** Failure to take it back will be loss in possession and the loss of any point resulting from that possession. It is not a violation unless a shot is attempted prior to taking the ball behind the two point arc.

18. An opposing player must check the ball before it is put into play. The ball must be passed to a teammate to begin play.

19. Players are limited to one team only. No one may play on more than one team (exception to rule will be if you participate in the Coed league)

20. The team captain is expected to represent his/her team. If there is a dispute, which needs to be resolved, a Court Supervisor will come to your court to handle the situation. The Court Monitor or Court Supervisor's decision is final for the purpose of that game. Once play resumes after a disagreement, the problem is considered a dead issue. During any protest, time on the game clock will continue to run.