



3ON3 BASKETBALL



RULE SHEET

- All games are played on half court by 2 teams of 3 players with a maximum of 7 per roster. Players may only play on 1 team throughout the season unless the player has permission from the director. Teams must have at least 3 players to start the game.
- All games will have one official and one scorekeeper / game administrator.
- A coin flip before the start of the game will determine who gets the ball out-of-bounds first. The official will pick the team to call the coin toss.
- Game Length: All games will be 20 minutes in length with a running clock. The clock will stop the last one (1) minute of each game.
- In case of a tie score at the end of regulation, the team that did not get the ball to start the game will receive the ball to start overtime. In overtime, the first team to score will be deemed the winner.
- A field goal is worth one (1) point. A field goal from beyond the 3-point arc is worth two (2) points.
- Time outs: One (1) per team per game with a duration of **30 seconds in length and clock will stop.**
- Substitutions: Substitutions may be made after a basket or any stoppage of play.
- The possession changes after each made basket.
- The "Check In or Take Back Line" is determined by the 3-point line arc. The ball must be checked on every dead ball possession by the opposing team. After being checked there are no restrictions on how a team puts the ball into play, including via a shot attempt. If the official doesn't feel the ball has been checked properly, he/she has the right to "redo" the check.
- If the ball is knocked out of bounds or goes across the mid court line, it shall be awarded to the opposing team (the team that did not knock it out) at the top of the key.
- On defensive rebounds (including airballs) and steals, the ball must be passed or dribbled beyond the arc (Take Back). The ball does not need to be given to a different player to advance it beyond the arc. "Take Back" means one foot behind the arc and there are no limitations on who can shoot the ball.
- Alternating possession on all jump ball situations will be in effect.
- All Fouls are considered Team Fouls. No individual Fouls are recorded.
- If a foul is called while a player is attempting a shot and the basket is made, then count the shot, record the foul, no foul shot is awarded, and the ball changes possession. If fouled (in the active shooting or otherwise) and there is no basket, count the foul, and the team that was fouled takes the ball out at the Check in Line. On the 7th Team Foul and beyond, the team fouled will be awarded one (1) point and the ball changes possession. A Game can't end in a Foul. If a player is fouled on game point, the player fouled must shoot one free throw. If he/she makes it the game is over. If he/she misses, the ball changes possession and goes to the opposing team.
- A game administrator or official may call a technical foul for flagrant or intentional fouling. A dead ball technical foul shot will be awarded to the team fouled. The team selects the shooter for one (1) shot from the free throw line. The shooting team also retains possession of the ball following the free throw, whether the shot is made or missed.
- Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from the particular game and/or all remaining games at the discretion of the league director. Fighting and or throwing a punch will not be tolerated under any circumstances and will result in immediate dismissal of the entire team without refund.
- Any rule not mentioned above will adhere to the MSHSAA basketball rulebook.
- Tim Breaker Rule: 1) Head-to-Head 2) Point Differential 3) Points Allowed 4) Points Scored 5) Coin Flip