

# 3v3 Basketball League

- The game of 3v3 is played on a half court with one basket.
- Each team shall consist of up to 6 players (3 players on the court and 3 substitutes).
- The game shall consist of 1 or 2 court monitors and time/score keepers.
- A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball 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. Coed leagues must have a 2:1 ratio of male to female or female to male.
- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.
- One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.
- A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer.

## Scoring

Every successful shot inside the arc shall be awarded 1 point.

Every successful shot behind the arc shall be awarded 2 points.

Every successful free throw shall be awarded 1 point.

The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

## Fouls/Free throws

A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical.

Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

Team fouls 7, 8 and 9 shall always be awarded with 1 free throw. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

## How the ball is played

Following each successful field goal or last free throw:

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

Following each unsuccessful field goal or last free throw (ex article 7.5):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc. In the event of a jump ball situation, the defensive team shall be awarded the ball.