



3 ON 3 BASKETBALL RULES

PREGAME RULES

- The facility will be open 30 minutes prior to the first game
- All teams must check in at least 15 minutes before their first game
- All teams must provide roster prior to their first game
- Rosters are limited to 5, a player may not be added after the first game has started
- The home team must wear a light colored jersey, and the away team will wear a dark colored jersey
- In pool play the home team will be the first team listed on the schedule, in bracket play the home team will be the higher seed
- Both teams must provide an adult to run the scoreboard or scorebook.

RULES OF PLAY

- IAHSAA rules will apply, with the following modifications
- A player may only play on one team per age group; any violation may result in forfeit
- 1st-8th boys and 1st-11th girls will use the 28.5" basketball, 9th-11th boys will use the 29.5" basketball
- Each game will have 1 official
- Games will consist of two 7-minute running clock halves, with the clock only stopping for a time out or injury
- A coin flip will determine who starts with the ball
- Each team will receive one 30 second time out per half, no carryovers
- Baskets will be counted as 2 and 3 points
- After any dead ball or score the ball must be checked by a defensive player, after which the ball is live.
- Teams must take a ball back past the "check line" after each change of possession. The check line is the imaginary line running across the top of the 3-point line, from sideline to sideline.
- After a defensive rebound or steal, the ball must be returned past the check line and the player in possession of the ball may maintain control and attempt to score.
- If a team fails to go past the check line, the official should verbally communicate to that team that they still need to take the ball back. If a shot is made and the ball was not properly taken back, the official should stop play and call off the shot.
- Deliberate stalling or attempts to freeze the ball shall result in the loss of a ball possession. A shot attempt must occur within 30 seconds (official's judgement). Officials should warn a team 10 seconds before making a stalling call.
- Each player is allowed 5 fouls before "fouling out" of the game. Non-shooting fouls will result in the offensive team retaining possession. Players will get one free throw (counted as 2 points) when fouled in the act of shooting, and the shot is missed. If the player makes the shot and is fouled they will get 1 free throw counted as 1 point.

TIE BREAKERS

1. Head to head
2. Point differential (+,-20 max)
3. Points allowed
4. Points scored

OVERTIME

- Each team will receive 1 time out per overtime period, no carryovers from regulation
- 1st Overtime will be 1 minute running clock
- 2nd Overtime will consist of a free throw shootout, where the first team to miss loses

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