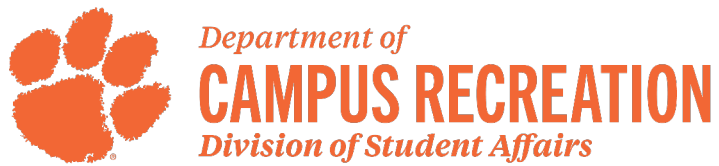


# 3v3 Basketball Rules

*Revised December 2022*



## 1. Players and Equipment

- 1.1. Each Men's, Women's, and Co-Rec team will consist of three players. A minimum of two players must be present at game time to begin. Co-Rec teams must always have a minimum of one player of each gender on the court throughout the game.
- 1.2. Each team is advised to bring their own basketball; however, some basketballs will be available for checkout. Men's teams will use men's regulation-sized basketballs, while Women's and Co-Rec teams will use women's- sized basketballs.
- 1.3. Teams are required to wear matching colored shirts that include individual numbers on the back. Teams will wear the color selected on IMLeagues during registration.
- 1.4. All players must wear shoes. Tennis, running, soft-soled and basketball shoes are permitted.
- 1.5. Players may not wear baseball-style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.6. No jewelry or any other item deemed dangerous by the Sport Programs staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

## 2. Game Factors and Timing

- 2.1. Each match will consist of a best-two-of-three game series, in which games will be played to 21 points. There will be a 30-minute time limit per match. If this time limit has expired before the completion of a game, the first team to go ahead by 15 or more points will be declared the winner of the game. If this results in a one-to-one tie, a third game will be played to four points
- 2.2. The match will begin with a coin toss. The winner of the coin toss will have the option to start on offense or defense.
- 2.3. Substitution: A substitute may enter the game at any time play is stopped.

## 3. Scoring

- 3.1. A goal is scored when a live ball enters the basket from above and either remains there or passes through.
- 3.2. A made field goal that is shot from within, or on, the three- point arc will be worth two points.
- 3.3. A made field goal from outside of the three-point arc will be worth three points.
- 3.4. Dunking will only be permitted during the game. Hanging on the rim will result in a technical foul. No dunking will be allowed before or after the game or during halftime. Any violation



of this rule will result in a technical foul charged to the head coach, captain or player. Two technical fouls assessed to one player may result in ejection.

3.5. Teams will alternate possession after a successful basket.

#### 4. "Checking" and Possession

- 4.1. After any dead ball situation, the ball must be "checked" by the defense from the top of the three-point arc. If a ball is not "checked" by the offense to start play, the ball will be turned over to the defense.
- 4.2. After being "checked," the ball must be passed inbounds to start play.
- 4.3. After a change of possession, the ball must be taken behind the top of the three-point arc extended before a shot may be attempted. If a team fails to clear the ball past the top of the three-point arc extended and then attempts a shot, the ball will be given to the defense.
- 4.4. There are no free throws. Any fouls will result in the offended team gaining possession of the ball.
- 4.5. All held-balls (jump balls) result in possession being awarded to the defense for a throw-in.

#### 5. Fouls and Violations

- 5.1. No officials will call the game. All players must call fouls and violations as necessary to keep the game in control. Only players on the court may call fouls. Bench players and/or coaches will not have any input in such decisions. Any disputes that cannot be decided by players will be left to the discretion of the Sport Programs Manager on duty.

