

# **3 v 3 Basketball Rules**



## **Facility**

1. Games will be played at the outdoor basketball courts located right outside of the entrance of the Margot Recreation Center.

## **Roster Management**

1. Rosters will be unlimited. However only 5 mugs and shirts will be handed out.
2. Teams must play with 3 players and have a minimum of 2 to begin play.
3. Valid Eagles IDs are required for participation.

## **Game Time and Timing Regulations**

1. Playing time is a 45-minute running clock.
2. 45-minute running clock will begin at game time. If a team does not arrive within 5 minutes after the scheduled start time the game will be deemed a forfeit.
3. There is a two-minute intermission between the games.
4. Matches will be best two out of three games. The first two games will be first to 21, win by 2. The third, if needed, the game will be to 15, win by 2.

## **Uniform**

1. Jewelry and hard brimmed hats are illegal. Officials will advise team captains to inform their teams to remove all jewelry and hard brimmed hats before the game.
2. All players must wear non-marking, rubber-soled, close ended tennis or basketball shoes.
3. Games will be played with an agreed upon game ball. This ball will be the ball for all of the games of the contest.

## **Game Rules**

1. Team captains will play rock, paper, scissors and the winner will decide if they want to start with possession for the first or second game. There will be a shot for possession for the third game, if needed.
2. During playoffs the higher seed will gain first possession to start the first game. The lower seeded team will have possession to start the second game. There will be a coin toss for possession for the third, if needed game.
3. Shots made behind the three-point arc will be counted as three (3) and shots inside the arc will be counted as two (2).
4. Possession changes after each basket unless there is a foul (see foul section).
5. All changes in possession must be cleared beyond the 3-point line.
6. There are NO time outs. The official or supervisor has the authority to stop the play clock in the case of an injury or special circumstance.
7. Substitutions can be made at any stoppage of play (made basket, out of bounds, foul, etc.)
8. Stalling is penalized by loss of possession (This will be the judgment of the official or supervisor).
9. Teams will alternate possession on all jump balls. The team that did not start with the ball will receive the first alternating possession. The alternating possessions will have no effect on the possession to start the second game.

## **Fouls**

1. The official on site will call ALL fouls.
2. If a foul occurs, the ball will be taken out at the top of the key to restart play.