

3on3X Rules

GENERAL

Team Captain The captains of each team must check in with the score table before the start of the game.

Players Number of players: Teams must have at least 2 players to start the game. A 3 minute grace period will be allowed before a forfeit with 2 players is declared (unless there was a scheduling issue by the tournament staff). You must forfeit with 0 or 1 players. For Co-Ed teams, there must be at least one female on the court at all times.

Who Starts A coin toss before the game determines which team will get the ball first. The ball must be checked in by the defense and play begins after the first pass from backcourt.

Dunking No dunking allowed at any time. Those dunking may be asked to leave the tournament.

Disputes All decisions made by the Official or a Tournament Official are final.

Music No music other than what is provided by the tournament staff.

FOULS

Who Calls In all Adult & HS Gold/Upr divisions, players will call their own fouls (more specifically, the player who was fouled will call the foul). The Official will intervene as necessary. All youth divisions will have the Official call the game.

Shooting **“NO AND 1”** All unmade shooting fouls result in the fouled player taking 1 free throw if fouled inside the arc & 2 free throws if fouled outside the arc. After the free throw/s, a change of possession will result, regardless of whether the free throw/s is/are made. If the original play shot is made there is **“NO AND 1”**.

Non Shooting Option: 1 Free throw or possession. On **any non-shooting foul** committed by the defense **anywhere**, on the court, the fouled team will have the option of taking (only) 1 free throw or possession. The player fouled must be the shooter.

Intentional Intentional fouls are determined by the officials and will result in one free throw and possession for the offended team. Only the official can call an intentional foul.

Flagrant A flagrant foul may be of a violent nature or an act which displays unacceptable behavior. It may also involve dead ball contact or dialogue which is extreme, persistent, savage or abusive. A flagrant foul results in one free throw and possession for the offended team. The player committing the flagrant foul is suspended for the rest of the game and may be expelled from the tournament, determined by the Official and/or Tournament Official. Only the official can call a flagrant foul.

Technical Players, coaches, and fans must remain respectful to officials and opponents at all times. A technical foul shall result in one free throw and possession for the opposing team.

GAME PLAY RULES

Score **Play to 20, “No win by 2”**. All made baskets inside the arc are 1 point. All made baskets outside the arc are 2 points. The first team to score 20 points or the team with the highest score at the end of regulation, wins. **“No win by 2”**.

Length **25 minutes**. The time limit is announced by the MC & Official. If there is a tie, the Overtime rule is in effect.

Overtime **The first team to score 2 points wins.**

Example: If the score is tied at 12 at the end of regulation, the overtime final can only be 12 to 14 or 13 to 14.
If the score is tied at 19 at the end of regulation, the overtime final can only be 19 to 21 or 20 to 21.

Stall Rule **10 second rule**. If a team is intentionally stalling, the Official will invoke the 10 second count which means that a team has 10 seconds to attempt a shot or else forfeit possession.

Take Back **ANYWHERE behind the arc**. The ball will be considered "taken back" on any **live possession** change when the players **two feet are ANYWHERE behind the arc, even the sides**. If a team fails to take the ball back, play will be interrupted and the team with the ball will have to start possession over with a checked ball at the Top of the Arc.

Check Ball In All dead balls are checked in at the Top of the Arc and play begins with an entry pass only (no shot). The defense shall not challenge an entry pass received in the back court (behind the TOP of the ARC). The defender can immediately be “on” the person receiving that pass.

Possession The ball will change possession after scored baskets. There is no "Make it take it" rule.

Jump Ball Alternating possessions will be used for all jump balls.

Out of Bounds A ball out of bounds will be checked in at the Top of the Arc. The basket structure, padding, supports and all court boundary lines are considered out of bounds.

2 Pt Arc All made baskets behind the 2-point arc count as 2 points, all other made baskets count as 1 point.

Timeouts **1 – one min; except the last three min**. Each team has 1 time out. No time outs allowed in the last 3 Minutes of regulation. No time outs allowed during overtime.

Sub players Substitutions may be made during a timeout or a "dead ball" situation.