

3v3 Rec Sports INDOOR BASKETBALL RULES

RULE 1: COURT AND EQUIPMENT

1.1 Games will be played at the ARC Basketball Courts. Play will be on half of a basketball court. Out of bounds is defined by the end line, the sidelines, and the division line at mid-court.

1.2 Teams must provide their own basketballs. CoRec teams must agree to use either a men's or women's basketball for the entirety of the game.

RULE 2: PLAYERS AND SUBSTITUTES

2.1 A team shall consist of 3 players. A minimum of 2 players is needed to begin a game. Each player must show the appropriate identification card prior to each contest. The supervisor will declare a forfeit if any team has less than 2 players 5 minutes after the scheduled game time. If a forfeit is declared, an 11-0 victory will be recorded for the non-forfeited team.

2.2 A team may have up to 8 players on its roster. All players must be added to the online roster by last day of regular season to be eligible for the playoffs.

2.3. Individuals may play for ONE team in each league

2.4 CoRec teams may have up to 8 players on its roster, but the ratio on the court must always remain 2 of one gender to 1 of another gender. A minimum of 1 player of each gender is needed to begin a game.

RULE 3: THE GAME

3.1 3v3 basketball is a self-officiated half-court game played by 2 teams of 3 players each.

3.2 All teams must check in with the court monitor 5 minutes prior to game time.

3.3 Play will begin with a Home Team player shooting a "do-or-die" shot from the 3-point arc at the top of the key to determine who shall take possession of the ball to begin the first game.

3.4 At the start of each game or after a basket, foul, or violation, a player must pass the ball into play from behind the "check line," which is the 3-point arc.

3.4.1 In order for a change in possession to occur, the player's entire body AND the ball must fully cross the "check line."

3.5 Out of bounds shall be the end line, the two sidelines, and the mid-court line. The top, sides, and bottom of the backboard are inbounds.

3.6 After scoring, the team scored upon is awarded possession of the ball at the check line.

3.7 On defensive rebounds, regardless of whether or not the ball touches the rim, net, or backboard; or on steals, the ball must be returned to the "check line" before initiating an offense score.

3.8 Jump ball situations will be awarded to the defense.

3.9 Substitutions may be made after a basket or at any other stoppage of play.

3.10 Each team will be allowed 1 timeout per game. Timeouts shall not exceed one minute. The game clock will stop for the duration of the timeout

RULE 4: SCORING

4.1 A successful shot from beyond the 3-point line counts as 2 points; all other shots count as 1 point.

4.2 A match will consist of one game to 21 points, or one game of 25 minutes, whichever comes first. Teams only have to win by 1 point.

4.3 Both captains report the victory to the court monitor immediately following the contest. Failure to report game results shall result in a loss for both teams.

RULE 5: OVERTIME

5.1 In the event that the game is tied after the allotted 25 minutes, an overtime period will be played.

5.2 For regular season play, the team that scores the next point wins. For playoffs, the team that scores the next two points wins.

5.3 Foul counts will continue into over time

5.4 The Away Team will be given the opportunity to take the “do-or-die” shot.

RULE 6: FOULS AND VIOLATIONS

6.1 Fouls are to be called by the offended player. Fouls must be called immediately, loud, and clear. Anytime a foul is called the play becomes immediately dead. There are no “and one” opportunities.

6.3 Offensive fouls shall result in the ball being awarded to the offended team for a throw in at the "check line." The offending team shall not receive points if a basket is made on the play.

6.4 If a player receives a technical foul, the opposing team will be awarded 1 point and the ball.

6.4.1 If a participant receives 2 technical fouls, they will be suspended from play for the duration of the tournament. Only court monitors have the authority to issue technical fouls.

6.5 Any player/team involved in a fight will be disqualified from the tournament.

6.6 A team cannot win the game on points awarded from fouls.

6.6.1 If a player is fouled on what would be game point, the player has to make 1 free throw, regardless of where the ball was shot. If the player misses the free throw, the team will resume possession and have to bring the ball in from the check line.

6.7 At their discretion, court monitors can reverse calls to uphold the spirit of the game.

6.7.1 Any disputes should first be settled by the participants.