



IMPACT SPORTS 3 ON 3 BASKETBALL RULES

I. THE GAME

1. 3 on 3 Basketball is a half-court game played by two teams of **three** players each, including an option for 1 substitute/team.
2. Only players who are listed on a team's roster at registration may play. No alternate or pick-up players will be allowed. All team members must be 16 years of age or older.
3. Game Format: Teams will play until one team scores 21 points, winning by at least 2. If no one reaches 21 points, the winner will be the team ahead after 25:00.
4. Overtime: A tie score of less than 21 after 25:00 will result in one 2-minute overtime period. If the score is still tied after the overtime period, the teams will flip a coin for possession and play sudden death until one of the teams scores. If sudden death is necessary, it will be officiated during early rounds. **All quarterfinal games and beyond will be officiated.**
5. One time out per game (1 minute). No time outs during overtime periods.
6. If a team is not ready to play within 3 minutes of the scheduled start time, the team ready to play legally wins by forfeit.
7. Substitutions may only be made during a dead ball situation and/or after a score, *before* a "check".
8. The official will flip a coin with the captains before the game begins for first possession of the ball. The alternating possession rule will determine every jump ball situation through the rest of the game.
9. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. A shot must be attempted within 30 seconds (official's judgment). Officials will warn a team 20 seconds with two short, quick whistle blows before making a stalling call after 30 seconds of no shot attempts.
10. Scoring will be 2 points for all shots inside the 3-pt line and 3 points for any shot outside the 3-point line.
11. **Teams must take a ball back outside the 3-point line after each change of possession.**
12. To start the game, after a score, after a foul has been awarded, or after any stoppage of play, the ball must be checked by a defensive player, after which the ball is live but must be passed in. The Inbounder **may not** shoot the ball. If the ball is "checked", it does not matter if teammates are ready!
13. If a team (Team A) fails to step outside the 3-point line with at least one foot, play will be stopped and Team A will "check" the ball. Possession will not be lost.
14. High school rules shall be enforced whenever applicable.

II. FOULING

A. If the shooter is fouled in the act of shooting a two pointer, but misses the shot, he will receive two dead ball Free Throws, and the scored upon team gets possession at the top of the key (check) regardless of whether or not it goes in.

B. If the shooter is fouled in the act of shooting a three pointer, but misses the shot, he will receive three dead ball Free Throws, and the scored upon team gets possession at the top of the key (check) regardless of whether or not it goes in.

C. On a two-point attempt, if the shot goes in, the shooter gets one dead ball Free Throw, and the scored upon team gets possession at the top of the key (check) regardless of whether or not it goes in.

D. On a three-point attempt, if the shot goes in, the shooter gets one dead ball Free Throw, and the scored upon team gets possession at the top of the key (check) regardless of whether or not it goes in.

E. Flagrant or excessive fouls are penalized by an automatic two (2) points, retained possession of the ball, and disqualification of the offended player. This is a judgement call of the scorekeeper and/or the official, and cannot be argued.

F. Technical fouls will also be called by the official and will result in an automatic two (2) points and retained possession of the ball. If there is a fight, **BOTH** teams will be ejected and no longer allowed to compete in the tournament.

G. Shooting fouls are dealt with in the normal manner, Non-shooting fouls result in a bonus situation: The player will shoot a dead ball one-and-one on fouls 7-9, then two free throws beginning with the 10th team foul and for every subsequent foul.

H. Player control fouls are dealt with in the normal manner throughout the entire game (change of possession and will count as a team foul).