

## Rules of the Game

### Court and Ball

The game will be played on a 3x3 basketball court with one (1) basket. A regular 3x3 court-playing surface is 15m (width) x 11m (length). The court shall have a regular basketball playing court-sized zone, including a free throw line (5.80m), a two-point line (6.75m) and a “no-charge semi-circle” area underneath the one basket. Half a traditional basketball court may be used.

### Teams

Each team shall consist of three or four players (three [3] players on the court and one [1] substitute (optional)).

### Game Officials

The game officials shall consist of one (1) referee and two (2) time/score keepers.

*Note: The championship game may have two (2) referees.*

### Beginning of the Game

Both teams shall warm-up simultaneously prior to the game. Warm up time will be three minutes.

A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

The game must start with 3 (three) players on the court.

Teams must be at their court at the scheduled time. A three-minute forfeit time will be strictly enforced.

Each team must start and finish the game with at least two players.

## Scoring

Every shot inside the arc shall be awarded one (1) point.

Every shot behind the arc shall be awarded two (2) points.

Every successful free throw shall be awarded one (1) point.

## Playing time/Winner of a Game

The regular playing time shall be as follows:

One (1) period of 12 minutes playing time, running clock.

However the first team that scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of one (1) minute before the overtime starts. The first team to score two (2) points in the overtime wins the game.

A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

## Fouls/Free throws

A team is in a team foul situation when it has committed seven (7) fouls.

A player who has committed four (4) fouls must leave the game.

Fouls during the act of shooting inside the arc shall be awarded one (1) free throw.

Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.

Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free throw.

Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.

## Stalling

Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

## How the Ball is played

Following each successful field goal or last free throw:

A player from a non-scoring team will resume the game by dribbling or passing the ball from a place on the court behind the arc.

The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

Following each unsuccessful field goal or last free throw:

If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.

In the event of a jump ball situation, the defensive team shall be rewarded the ball.

### Substitutions

Any team can do substitutions when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

### Time-outs

One (1) 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.