

Hoops for Lives
June 24, 2018
Updated 6.18.18

3 on 3 Rules

Art. 1 Court and ball

The game of 3x3 is played on a half court with one basket. The ball size will be based on available sizes at the time of the game, as determined by the referee.

Art. 2 Teams

Each team shall consist of up to 4 players (3 players on the court and 1 substitute).

Art. 3 Game officials

The game shall consist of 1 referee and 1 time/score keepers.

Art. 4 Beginning of the game

4.1. The first team listed for the game (home team) shall have ball possession at the beginning of the game.

4.2. The game must start with at least two players from each team on the court.

Art. 5 Scoring

Every successful shot shall be awarded 1 point.

Art. 6 Playing time/Winner of a game

6.1. The regular playing time shall be as follows: two 7 minute periods. The clock will run continuously and will not be stopped for any reason.

6.2. If the score is tied at the end of playing time, the game will be considered a tie.

6.3. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

Art. 7 Fouls/Free throws

7.1. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

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

7.4. Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

Art. 8 How the ball is played

8.1. 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 inside the court directly underneath the basket (not from behind the end line) to 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.

8.2. 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 or steals the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. 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.

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

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

Art. 9 Stalling

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

Art. 10 Substitutions

Substitutions can be done by any team at any time. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions require no action from the referees or table officials.

Art. 11 Time-outs

There are no time-outs.

Art.12 Protests

There are no protests.

Art. 13 Standings of teams

Pool Games

In overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
3. Most points scored in average (without considering winning scores of forfeits).
4. Point Differential
5. Points allowed

Bracket Games

If there is a tie at the end of a bracket game, then the last basket scored will be deemed the winner.

Art. 15 Disqualification

A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression or tortious interference in game results.

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Free Throw Contest Rules

Players have 60 seconds to shoot free throws and the player with the most free throws wins. If there is a tie, the players will shoot a round of five free throws, and the player with the most free throws wins. If there is still no winner, each player takes a free throw until one player scores and one misses.