



3 ON 3 BASKETBALL RULES

Participants are responsible for possessing a thorough understanding of these regulations and their implications. All 3 on 3 basketball games will be governed by the NFHS with the following Texins Recreation modifications.

RULE 1: THE GAME

1. 3 on 3 Basketball is a half-court game. All games are self-officiated.

RULE 2: TEAM COMPOSITION

1. **TEAMS:** A team will consist of three players on the court. Teams must have at least 2 players to begin and continue a game. No team may have more than five players on their team roster.
2. **ROSTERS:** No more than 5 players per team roster. Teams may not remove players from their roster once they have participated in a regular season game. Players may not, at any point, change teams once they have participated in a regular season game. Teams may add players throughout the regular season until the 2nd game if an open roster spot is available. Rosters may not exceed the maximum number allowed.
3. **CAPTAIN:** Each team shall designate a team captain to make all decisions.
4. Players must participate in at least (3) **regular season matches** to be eligible for the tournament. The playoff game(s) will not be counted toward the 3 game minimum. **NO EXCEPTIONS**

RULE 3: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All games will be played in the Texins Gymnasium.
2. **BASKETBALL:** Teams may furnish their own game ball or select to use a ball provided by Texins. If a team wants to use their own game ball, it must be approved by the opposing team. If they are unable to agree, a basketball provided by Texins will be the official game ball.
3. **ATHLETIC ATTIRE:** All players must wear athletic shoes. Tennis/running shoes are permitted. Participants **MUST** wear **closed-toe shoes**, at all times, while competing.

4. **JEWELRY:** Jewelry must be off or taped. Extra time will not be allowed for participants to remove or tape jewelry.
5. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. If available, a sub may enter the game immediately. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody clothing item is changed or removed.

RULE 4: LENGTH OF THE GAME

1. **TIME:** The game is played to 25 points. Each game has a time limit of 30 minutes (two 15 minute halves). If neither team has reached 25 points after 30 minutes, the team leading the game will be declared the winner. The clock will run the entire time, unless stopped due to injury or unforeseen circumstances.
2. **TIME-OUTS:** Each team will be allowed one 30 second time out. Each time out shall last no longer than 30 seconds. A request for a timeout by a player in the game shall be granted only when the ball is dead or in control of a player on the team making the request. A request at any other time shall be ignored. The shot clock will stop during time outs.
3. **STALLING:** The 3 v 3 basketball rules are designed to promote continuous play. Stalling is not allowed. Each team will be required to take a shot at the basket within a normal amount of time (**The Recreation Specialist or On-Site Texins staff will use their discretion**). If a team is thought to be stalling, possession will be awarded to the opposing team.
4. **OVERTIME:** If teams are tied after the 30 minute time limit is reached, the game will go to sudden death. The first team to score will be declared the winner.

RULE 5: PLAYING THE GAME

1. **STARTING THE GAME:** Possession to start the game and sudden death will be determined by a coin toss.
2. **SCORING:** 1 point will be scored if a player makes a basket inside the three point arc. 2 points will be scored if a player makes the basket outside of the three point arc. Teams are responsible for keeping their own score. Whenever a made basket occurs, the scoring team must call out the current score and the opponent should verify it. Both teams are responsible for recording the accurate score at the end of each game.

3. **POSSESSION:** Possession will change after a basket is scored. The “**make it, take it**” or “**winner’s ball**” rule does not apply at any time. If a ball gets stuck on the rim after an attempted shot, possession will be awarded to the team on defense.
4. **FOULS:** Players must call their own fouls. An individual player cannot foul out of the game, but may be ejected for any cause by a court monitor or the Recreation Specialist. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the offensive player is not in the act of shooting or does not score on the shot when fouled, possession is retained and ball is checked in at the top of the key. All offensive fouls result in change of possession. **ALL PLAYERS ARE ENCOURAGED TO PLAY WITH THE SPIRIT OF FAIR PLAY AND GOOD SPORTSMANSHIP.**
5. **FLAGRANT FOULS:** Any attempt to deliberately hurt or injure another player will result in an immediate ejection. The offending player(s) will be suspended for at least one league game but it could be more depending on the severity of the foul.
6. **CHECK LINE:** The check line is anywhere beyond the three point arc. To start the game, possession after a score, overtime, or after a foul, a player must check the ball with the opposite team behind the check line at the top of the key. After the opposing team passes the ball back to the offensive team, the offensive player must pass the ball to a teammate to start play. If the defense gains possession off a missed basket or turnover, they must take the ball behind the check line before attempting to score. If the defense does not take the ball behind the check line and then attempts a shot, the shot will be blown dead and the opposite team will be awarded the ball at the top of the key, behind the check line.
7. **SUBSTITUTION:** Substitutes can enter the game after a basket is made, a foul is called, or during a dead ball situation. Substitutes should not enter the game during any “live ball” situations. A substitute shall not be allowed to re-enter the game after being disqualified.
8. **HELD BALL/JUMP BALL:** All jump balls go to the team on defense.

RULE 3: FORFEITS, DEFAULTS, AND PROTESTS

1. **FORFEITS:** If a team fails to appear for a scheduled game or match by game time, or following the grace periods, a forfeit will be declared. A team that continuously forfeits will be subject to being dropped from the league.
2. **DEFAULTS:** If a team notifies the Recreation Specialist of their inability to attend a scheduled game, no later than 2:00PM on the day of the contest, it will be marked as a default. If a team has one less than the minimum number of participants required to play at game time or during

the grace period, an on-site default will be declared. A default/on-site default is an un-played game that is recorded as a loss for the defaulting team. Once the default has been requested, it cannot be overturned.

3. **GRACE PERIOD:** Both teams will be granted a 5 minute grace period from the original game time. **Please keep in mind that this means teams MUST BE READY TO PLAY at the 5 minute mark. Failure to do so will result in a forfeit. The Recreation Specialist timepiece will be the official time.**

RIGHTS OF THE RECREATION STAFF

1. The Recreation Specialist or designated On-Site Monitor is responsible for all aspects of the league play. **Any disputes will be settled by the Recreation Specialist– all of their decisions are FINAL!**
2. In the event of continuous rough play or disputes over foul calls, the Recreation Specialist has the authority to confirm or overrule any call which has been made.
3. The Recreation Specialist has the right to eject any player for unsportsmanlike conduct or unnecessary rough play.
4. Any misconceptions not stated here will be determined by the Recreation Specialist.

******Texins Recreation staff reserves the right to put into effect any new ruling regarding league policies and unsportsmanlike conduct******