

3-on-3 Basketball Tournament Rules

- Games are played on a half-court.
- Team roster - 3 + 1 substitute
- Officials - up to 2
- Time-Outs - 1 per team
- Initial possession - Coin Flip **Note:** *the team that wins the coin flip decides whether it takes the ball at the beginning of the game or leaves it, in order to get in a potential overtime.*
- Scoring - 1 point and 2 points, if scored behind the arc
- Game duration & score limit - 1 x 10 minutes, regular playing time. Score limit: 21 points, Applies to regular playing time only **Note:** *If game clock is not available, running time length and sudden death score is at organizer's discretion.*
- Overtime - First team to score two (2) points wins the game
- Shot Clock - 12 Seconds **Note:** *If a shot clock device is unavailable, referee to warn and count down the last 5 seconds.*
- Free Throw(s) Following a Shooting Foul - 1 free throw; 2 free throws, if foul committed behind the arc
- Foul Limit Per Team - 6 team fouls
- Penalty For Team Fouls 7,8,9 - Two (2) free throws
- Penalty For Team Fouls 10 or More - Two (2) free throws + ball possession
- Penalty For Technical Foul - One free throw; no change of possession
- Penalty For Unsportsmanlike Foul - Two (2) free throws; no change in possession (except for team foul 10 or more); Counted as if 2 fouls for team foul purposes.
- Penalty For Disqualifying Foul & 2nd Unsportsmanlike Foul of Same Player - Two (2) free throws + Ball possession; counted as if 2 fouls for team foul purposes.
- Possession Following a Successful Goal - Defense possession; right underneath the hoop; ball is to be dribbled or passed to a player behind the arc
- Possession Following a Dead Ball - Check ball; i.e. exchange of ball behind the arc (at the top of the playing court)
- Possession Following a Defensive Rebound or Steal - Ball to be dribbled /passed behind the arc.
- Possession Following a Jump Ball Situation - Defense possession
- Substitutions - In dead ball situations prior to the check ball; the substitute can enter the game after his teammate steps off the court behind the end line opposite the basket; substitutions require no action from the table officials or referees.

Note - A player is considered "behind the arc" when neither of his feet are inside nor step the arc
See FIBA basketball rules for all game situations not specifically mentioned