



PRAIRIE TRAIL  
SPORTS COMPLEX

# 3v3 Basketball

## Tournament Rules

### **Teams:**

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

### **Game officials**

The game shall consist of 1 referee

### **Beginning of the game**

- Both teams shall warm-up simultaneously prior to the game.
- 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.

### **Scoring**

- Every successful shot inside the arc shall be awarded 1 point.
- Every successful shot behind the arc shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

### **Playing time/Winner of a game**

- Each game will be 15 minutes in length. The clock will stop during free throws and during substitutions in the last 2 minutes only.
- The first team to score 21 points 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. The first team to score 2 points in the overtime wins the game.

### **Fouls/Free throws**

- 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.
- 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.
- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Team fouls 7, 8 and 9 shall always be awarded with 1 free throw. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This is applied also to fouls during the act of shooting.
- 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.

### **How the ball is played**

- Following each successful field goal or last free throw:

- o A player from a non-scoring team will resume the game by “checking” the ball with opposing team at spot behind the top of the key.
- o The offensive team can dribble or pass the ball in-play.
- o The defensive team is not allowed steal ball from offensive team until it is dribbled or passed in-play.
- Following each unsuccessful field goal or last free throw:
  - o If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
  - o If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling). Defensive player possessing ball behind the arc must have ball and two feet behind the arc.
- Possession of the ball given to either team following any dead ball situation shall start by “checking” the ball at spot behind the top of the key.
- In the event of a jump ball situation, the defensive team shall be awarded the ball.

### **Stalling**

- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).
- If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

### **Substitutions**

- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball.

### **Time-outs**

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