



3V3 BASKETBALL RULES

All players must show their Blugold ID Card before every game to participate.

- A. PLAYER ATTIRE
 - a. All players must wear athletic attire.
 - b. Teams must wear the same color jerseys and must also bring an alternate color.
 - c. Jewelry is not allowed. All jewelry must be removed before playing – no exceptions.
 - d. No dangerous equipment will be allowed, and athletic shoes must be worn. Knee braces must be wrapped in a soft, pliable material, and no metal is to be exposed. A guard, cast, or brace made of hard unyielding leather, plaster, plastic, or any other hard surface may not be worn on the elbow, hand, finger, wrist, or forearm.
- B. THE GAME
 - a. Teams will consist of three (3) players with a maximum of six (6) players on the roster.
 - b. To start a game, a team must have at least two (2) players on the court ready to play.
 - c. Each team shall designate a captain. The captain will act as the spokesperson for the team and help make necessary decisions. Only the captain should talk to officials.
- C. CLOCK
 - a. The first team to reach 21 points (one point per basket) is declared the winner.
 - b. There is a twenty-minute time limit, with running clock.
 - c. The clock will run continuously.
- D. TIMEOUTS
 - a. No timeouts allowed except for injuries or other situations deemed necessary by the supervisors.
- E. MERCY RULE
 - a. Game time is forfeit time. Teams should be ready to play at the scheduled game time. It is beneficial to have your team arrive 10-15 minutes early to ensure that games start on time and that forfeits be avoided.
- F. SUBSTITUTIONS
 - a. Substitutions may be made after each basket or dead ball period.
- G. SCORING
 - a. All field goals shall be worth one (1) point; or two (2) if behind the three-point arc
 - b. All free throws shall be worth one (1) point
 - c. Must win by two (2) points with a 25-point cap limit.
- H. PLAYER CONDUCT
 - a. Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the court of play will result in suspension.
 - b. Team conduct will be registered, by the officials, following the game, on a 1 to 6 scale.
 - c. A team will be made ineligible for the playoffs if their sportsmanship score is less than a 4
 - d. **ALL GAMES WILL BE SELF-OFFICIATED.** Questions of judgment must be mediated by the two teams involved. A double forfeit will be recorded for any games that cannot be completed due to continued disagreement between the teams. Supervisors can be consulted to advise on rules questions.
- I. POSSESSION
 - a. Ball possession changes hands after each basket. (NOT make it, take it).
 - b. The imaginary “Check Line” shall be the 3-point line. On ALL fouls and other dead ball scenarios the ball shall be brought beyond the three-point line.

- c. The offensive team must pass the ball before a shot is attempted after checking it in. No pass is required after a missed shot or turnover.
- d. The game is designed to be played full court while outdoors on the Bridgeman courts
- e. Therefore, players can inbound the ball after a made basket to begin their offensive possession
- f. Check-ins replace throw-ins except for possession after a made basket

J. TEAM BOX

- a. Only players and one (1) coach may be on the sideline.
- b. All other fans and spectators must remain in the spectator viewing areas designated by the Competitive Sports staff. Any player, coach, or fan that interferes with the play of the game is subject to a technical foul or removal from the playing area.

K. DEFINITION OF PLAYING TERMS

- a. Fouls: If a player is fouled in the act of shooting, the basket is awarded if made. If missed, the offended team checks the ball in at the top of the key.
- b. 3v3 basketball is designed to be a game of continuous play. Teams must maintain continuous action. Continued stalling shall result in a turnover and possession awarded to the opposing team.
- c. If deemed necessary - The Supervisor will start an audible 10 second count in which the offensive team will have to take a shot within that time or lose possession of the ball.

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