



# COMPETITION RULES

Updated 7/1/2017

## COURT

- The game will be played on a 3x3 basketball court with one basket.
- A regular 3x3 playing surface is 45 feet (width) by 35 feet (length). Half of a traditional basketball court may be used.
- The court shall have a regular basketball playing court sized zone, including a free throw line and a high school three-point line. For oldest/top divisions, there will be a collection of four-point circles (three in total) placed outside the high school three-point line.

## BALL

- For ages 10-under both genders, the ball will be a 27.5 inch "JUNIOR" ball.
- For ages 11 to 13 both genders, the ball will be a 28.5 inch "WOMEN's" ball.
- For ages 14-plus females, the ball will be a 28.5 inch "WOMEN's" ball.
- For ages 14-plus males, the ball will be a 29.5 inch "MEN's" ball.

## TEAMS

- Each team shall consist of four players (three on the court and one substitute)
- Before the first game in a league/tournament is played, each team's roster is to be finalized with the league/tournament director. Only the league director can authorize additions/subtractions from the roster after a league/tournament has begun play.
- A player can play on two teams but the teams must be in two different *age* divisions.
- A team may play in two different *age* divisions.

## GAME OFFICIALS

- The game officials shall consist of one or two referees and one or two time/scorekeeper(s).

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## BEGINNING OF THE GAME

- Each game begins with a free-throw "do or die" shot by the oldest player on either team. This determines which team starts the game with possession of the ball. If the free throw is made, it does NOT count toward the score in the game itself.

## SCORING

- Standard two and three point shots apply.
- At the divisions where applicable, four point shots count when a player is touching any part of the four-point circle immediately before attempting the shot.



- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- Additional free throw taken if a player is fouled while making a shot.
- A shooting foul will receive the number of shots corresponding to the missed attempt (two, three, or four points)
- The ball is “live” and in-play on the last free throw attempt.

### **SHOT CLOCK**

- 30 seconds. If a shot clock device is not available, the referee and/or time/scorekeeper is to warn and count down the last five seconds.

### **FOULS**

- All personal fouls that are “defensive/loose ball” will be counted as team fouls, as well as any technical fouls. “Offensive” fouls do not count as team fouls. No individual foul outs.
- A technical foul results in two foul shots and the ball. Every technical foul after the first by the same team committed results in four foul shots and ball possession.
- A player accumulating two technical fouls in a game will be ejected from the game and automatically suspended from the next game in league/tournament. A player accumulating two technical fouls over the course of a league/tournament, will be automatically suspended from the next game in league/tournament.
- Foul limit per team is six.
- The penalty on the seventh, eighth, and ninth fouls committed is one free throw plus possession of the ball.
- The penalty on the tenth foul and more committed is two free throws plus possession of the ball.

### **GAME DURATION**

- The score limit is 42 points. Once a team has reached that, the game is over.
- The time limit is 21 minutes. If neither team has reached 42 points, then whomever has the highest score at the end of 21 minutes is the winner.
- If the score is tied at the end of 21 minutes, then an “overtime” free throw shootout determines the winner.
- At no point during the game does the game clock stop (including timeouts).

### **TIME-OUTS**

- One per team per game. Must be called by players on court and on dead-ball or in possession of the ball during play. They are just 45 seconds in length.

### **OVERTIME FREE THROW SHOOTOUT**

- A coin toss or sudden-death rock-paper-scissors between captains (and overseen by referee) determines the order of which team shoots first.



- Total of three free throws to be taken by each team (one free throw from three different players from each team). Captain of each team announces this order to the referee before the shots are taken. (Players whom were substitutes at the moment the game concluded can be included in this order.)
  - If both teams are still tied after three shots, the additional shots will be taken on a sudden-death basis as three-pointers, beginning with the fourth player from each team's order and cycling back through the original order until a winner is determined.
  - While the player shooting is in progress, all other players will remain on the opposite half of the court.
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### **OFFENSIVE STRATEGIES**

- The standard offensive "three-second" rule will be enforced.
- You can not intentionally throw the ball off the defender when beginning action/inbounding the ball. This results in a turnover. If an act is deemed as unsportsmanlike conduct, then the referee will assess a technical foul.

### **DEFENSIVE STRATEGIES**

- Zone or man-to-man or any other are allowed. There is NO defensive "three-second" rule.

### **SUBSTITUTIONS**

- In dead ball situations, prior to the inbound ball and with referee's approval.
- The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him behind the end line (i.e. half court line) opposite the basket.

### **POSSESSION FOLLOWING MADE BASKET**

- After a made basket, the referee must touch the ball.
- A player from the non-scoring team will start with a check-ball directly from the referee and behind the boundary line near half-court
- Players have five seconds to dribble or inbound the ball.

### **POSSESSION FOLLOWING DEAD BALL**

- A player from the non-scoring team will start with a check-ball directly from the referee and behind the boundary line near half-court
- Players have five seconds to dribble or inbound the ball.

### **POSSESSION FOLLOWING DEFENSIVE REBOUND OR STEAL**

- If the ball is stolen or rebounded - whether it hits the rim or does not - the defensive team must clear the ball behind the arc (by passing or dribbling). The player in possession of the ball must have both both feet behind the three-point line to clear it. Failure to do so before next shot attempt will result in turnover.



### **POSSESSION FOLLOWING “JUMP BALL” TIE-UP**

- If the ball is possessed by both teams at the same time and referee calls “jump ball”, then the defensive team begins with possession via check-ball directly from the referee and behind the boundary line near half-court

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### **EQUIPMENT**

- All players must wear the following: UNIFORM shirt, shorts, socks, non-marking sneakers -- no exceptions.
- Each team must wear a distinctively colored shirt (preferably with a number on the shirt).
- No casts or splints are allowed.
- Players may not wear eyeglasses. Sport-specific eyewear worn with a strap are okay.
- Jewelry (including hair beads), watches, earrings, metal barettes and other dangerous items are not permitted.

### **PROTEST PROCEDURES**

- In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it proceed in the following manner:
  - o A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.
  - o Within 30 minutes, the team should present a written explanation of the case.
  - o Video materials may be used toly to decide if a last shot for a field goal was released during playing time and/or whether that shot for a field goal counts for a particular point total.

### **FORFEITS**

- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the court with two players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w (“w” standing for win).
- A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team’s score is set to 0 in any case.



## **STANDINGS**

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

## **RECOMMENDED DIVISIONS**

- Genders separated whenever possible
  - o Ages 10-under
  - o Ages 11 - 12
  - o Ages 13 - 14
  - o Ages 15 - 16
  - o Ages 17 - 18
  - o Ages 19+ (Elite Open)\*
  - o Ages 30+ (Legends)\*
    - \*include four-point shot

Northeast 3x3 Basketball Federation  
*References for Competition Rules*  
BIG3, FIBA3x3, jr. NBA, US Futsal Federation