

3 on 3 Basketball Rules

- 1. Home team will shoot for ball from the 3-point line at the start of each game
- 2. Each game will be to 21 points or **20 minutes long**. The team must win by 3 points or first to 25.
- 3. Teams score by either regular two-point baskets, or by three-point shots taken from outside the three-point circle.
- 4. After a basket has been scored or a foul called, a player must put the ball in play from a line past the three-point line above the foul key.
- 5. All held balls will be put into play behind the three-point line with possession given alternately to each team.
- 6. On defensive rebounds or steals, players must return the ball by dribble or pass across the three point line before a basket may be attempted. Once across the line, they do not have to pass the ball before shooting.
- 7. After a basket, the team scored upon will put the ball in play.
- 8. Fouls will be called by the player who was fouled but then confirmed by court monitor/referee if necessary.
- 9. **However, **once a team reaches 15 points they will be in the bonus**. Every foul committed against the offense will result in free throws (1 and 1 for no shooting fouls).
- 10. All free-throws will have players lined up in the lane lines and play live once released.
- 11. The three-second rule will apply to all offensive players.
- 12. Each team is only allowed **one 30-second timeout**.
- 13. Substitutions may be made during a timeout or after a basket or an out of bounds play.
- 14. If the game ends in a tie after regulation time there will be **3-point shootout to decide the winner**.
- 15. In the case of a technical foul, no free throws will be shot. Two points will be automatically be awarded to the team not receiving the technical foul.
- 16. Unsportsmanlike conduct from players, coaches or fans will not be tolerated. Tournament officials and court monitors have complete discretion over issues of unsportsmanlike conduct.
- 17. Coaches/Players If a coach/player receives 2 technical fouls in a game, he/she will be ejected from the gym and will be subject to suspension for an additional game. Additionally that person will be ejected from any subsequent game on the first technical and will have to petition the league in writing for consideration to return to play.
- 18. Fans Coaches are responsible for the conduct of their team's fans. Officials have discretion to (1) assess technical fouls against a team for the unsportsmanlike conduct of its fans, (2) eject fans from the facility or the tournament for any unsportsmanlike conduct, and/or (3) take any other action they deem appropriate.
- 19. Forfeits greatly disrupt play, and spoil the experience for the other teams. This must be avoided at all costs. In the event any team forfeits a game, League officials reserve the right to take any action they deem necessary or appropriate to maximize the experience for the teams, which have not forfeited. This includes, but is not limited to, expelling teams that forfeit any game from all or part of the remainder of the league; admitting replacement teams; or reassigning teams to different brackets/divisions.
- 20. Teams are responsible for supplying their own warm-up basketballs. Officials will use a game ball supplied by the league.
- 21. **Final Tournament games do not have a running game clock**, but keep in mind that a new game is set to start every 30 minutes.

ALL TUCSON LEAGUES GAMES ARE SELF- OFFICIATED WITH ASSISTANCE FROM A COURT MONITOR.

Players should make their own calls but any disputes will be ruled by the court monitor. The court Monitor will also be in charge of the score and announcing how much time is left on the clock. Team Captains are encouraged to enforce fair play rulings. If there is a questionable call or play, or teams disagree over a call, an automatic replay will be instated.

Team Captains,

Please remember **YOU** are responsible for your team and **YOU** need to help settle disputes fairly. If a Team Captain cannot manage their team and the Tucson Leagues basketball Coordinator ejects a player from the game or the venue, the Team Captain will be ejected too. It is also important that a Team Captain attends and signs-in at the Team Captain Meeting that happens on the first day of play.

Tucson Leagues promotes good sportsmanship, fair play, kindness & respect towards all staff members, team players, and their guests.