

Athletes / Players

1. Sportsmanship is fundamental. Any unsportsmanlike behaviour, like teasing, swearing, or inappropriate physical behaviour will not be tolerated. Unsportsmanlike behaviour may result in: 1) warning; 2) sitting out; or 3) ejection from the game; or 4) ejection from the league.
2. No hanging on the rim/net.
3. Sportsmanlike behaviour is encouraged with a handshake or fist bump with the opponents after game play.
4. Please help to keep the facilities clean by picking up garbage, abandoned water bottles, etc. as you leave the gym.

The Game

1. 3 on 3 Basketball is a half-court game played by two teams with 3 players each. It is suggested that all teams include four names on their roster to allow for subs.
2. Game time: Athletes will play one 12 minute run time game. Officials will remind players they can sub every 5 minutes, or when there is an injury.
3. No time outs. Short water break may be allowed due to heat or lack of subs.
4. The clock will only be stopped for injuries that require medical attention.
5. If a team is not ready to play at game start time, they can start with 2 players.
6. First possession will be determined by rock, paper, scissors. The official will monitor it. For the remainder of the game, jump ball calls will go to the team that is defending.
7. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. A shot must be attempted within 30 seconds (official's judgment). Officials may warn a team 10 seconds before making a stalling call.
8. Teams must take the ball back past the "check line" after each change of possession. The check line will be past an imaginary line running across the top of the 3-point line, from sideline to sideline. The officials

should explain which line will be used before each game. Officials may give a team one warning each game before enforcing this rule.

- To start game play, after a foul has been awarded, or after any stoppage of play, the ball must be checked by a defensive player, after which the ball is live and may be passed, shot, or dribbled.
- After a score, defensive rebounds, or after steals, the ball must be returned past the check line and the player in possession of the ball may maintain control and attempt to score.
- A ball that goes out of bounds is to be checked at the top of the check line.
- Following a made basket, the ball must be checked at the top of the check line by the team that was scored on.
- If a team (Team A) fails to cross the check line in any of the situations above, the official should attempt to verbally communicate to the players that the ball was not taken back past the check line. If team A takes a shot and gets the rebound, the officials should verbally communicate to that team that they still need to take the ball back past the check line. If a shot is taken and made by team A before the ball is checked, the officials should blow the whistle and stop play immediately. The basket will not be allowed and team A retains possession of the ball, behind the check line.
- The half-court line, end line and side lines are out of bounds.

9. Scoring

- 2 points per basket inside. 3 points per basket outside the 3 point line (Championships only)
- Free throws: A player that was fouled will shoot one free throw. It is worth 1 point for an "And 1", 2 points (inside the 3 point line or a bonus free throw) and 3 points if outside the 3 point line (Championships only).
- Bonus free throws (5 or more team fouls): One shot that is worth 2 points and will be taken by the fouled player after the opposition has 5 or more team fouls.
- Unsporting like or technical fouls will result in an automatic 2 points plus possession.

- Players must shoot their free throw within 6 seconds, or else the ball will be turned over and checked.
- Ties: ties will be handled with 3 free throws on each team. Both teams will alternate free throws and 3 different players must take the shot. If it is still a tie, then both teams will alternate free throws, until one team makes it and the other team misses.