



3-on-3 Basketball Rules

RULE 1 – EQUIPMENT

Article 1. Head decorations, head wear, and jewelry are illegal. Only headbands no wider than 2 inches made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas (“do rags”) or baseball caps are allowed. Officials will advise team captains to inform their teams to remove all jewelry before the game.

Article 2. All team members must wear the same-colored shirt with a number. We encourage teams to purchase their own jerseys.

Article 3. All players must wear non-marking, rubber-soled, close ended tennis, or basketball shoes.

Article 4. Horizons Edge will provide (1) basketball per game to be used as the game ball. This ball will not be used during warm-ups. A limited number of basketballs will be available for check out at the front desk. Collateral of value can be used to check out a basketball. Teams are advised to bring their own ball to warm up with.

RULE 2 – PLAYERS AND SUBSTITUTES

- A. Rosters can have up to 6 players.
- B. Teams must play with 3 players and have a minimum of 2 to begin play.
- C. Substitutes may enter after a made basket or during a dead ball.

RULE 3 – THE GAME

SECTION 1 – Fouls and Violations

- A. All games are self-officiated, including violations. Defense will call all fouls
- B. If a foul occurs, the ball will be taken out at the top of the key to restart play.
- C. Any discrepancies with calls will result in shooting (1) shot for possession.
- D. Excessive fouling or violation calls to keep an opponent from scoring will result in a technical foul, resulting in the offended team shooting 2 free throws and possession of the ball.

SECTION 2 – Court Monitors

All Court Monitors will be held accountable for:

- A. Keeping track of time.
- B. Ruling on any questions brought forward by the participants.
- C. Penalizing unsportsmanlike conduct with a technical foul.
- D. Signaling teams to start play at the beginning of games.



- E. Possessing power to rule on any point not covered within these rules. They will not call fouls or violations unless necessary.
- F. If a Court Monitor calls an excessive contact intentional foul or a technical foul, the penalty will be one free throw for the offended team and awarded possession. Excessive fouling to keep an opponent from scoring will result in a technical foul, resulting in the offended team shooting 2 free throws and possession of the ball.
- G. Staff may remove a player from a contest without warning if the player is behaving inappropriately.
- H. All staff calls are final.

SECTION 3 – RULES OF THE GAME

- A. The Home team will gain first possession to start the game. The visiting team will have possession for the second game. There will be a coin toss for possession for the third, if needed game.
- B. Possession changes after each basket unless there is a foul (see foul section). All changes in possession must be cleared beyond the 3-point line.
- C. There are NO time outs. The Court Monitor has the authority to stop the play clock in the case of an injury or special circumstance.
- D. Substitutions can be made at any stoppage of play (made basket, out of bounds, foul, etc.).
- E. Stalling is penalized by loss of possession (This will be the judgment of the Court Monitor).
- F. Teams will alternate possession on all jump balls. The team that did not start with the ball will receive the first alternating possession.
- G. After each made basket or change of possession, the ball must be taken back behind the 3-point arc before a shot can be attempted. If a team scores a basket without taking the ball back, the basket will be disallowed but the offending team will retain possession.
- H. After an out- of- bounds, violation, or foul, the offense must “check” the ball with their opponent before play resumes and the ball must be passed to start play.

SECTION 4 – SCORING

Article 1. Shots made behind the three-point arc will be counted as three (3) and shots inside the arc will be counted as two (2).

Article 2. Playing time is a 45-minute total running clock.

Article 3. Matches will be best two out of three games. The first two games will be first to 21, win by 2. The third, if needed, game will be to 15, win by 2.