

3 on 3 Basketball Rules

Age

- 18+

Court

- ½ court play

Ball Size

- Men's size 7

Free Throw Line

- 15 FT from the backboard

Arc

- 19 FT 9 IN from center of the basket

Team Size

- Each team may consist of a maximum of 5 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team.

Officiating

- Each team will have one official on the court during game play.
- The official will call and keep track of team fouls along with ball possession.
- Officials also have the right to enforce clock management to avoid teams delaying the game.

GAME

Start of Play

- The first possession of a game is determined by Rock, Paper, Scissors. The winner can choose first possession at the start of the game or the start of a potential overtime.

Game Clock

- Each game will be 20 minutes with a continuous clock.
- Clock will only be stopped for timeouts.

Timeouts

- Each team is allowed one 30 second timeout. The clock will stop during this time.

Scoring

- 1 point-Inside the arc
- 2 points-Outside the arc
- 1 point-Successful free throw
- NO DUNKING

Score Keeping

- Officials or Table Official will keep track of score on a scoreboard.

Free Throw(s) following a shooting foul.

- 1 free throw
- 2 free throws, if foul committed behind the arc.

Winning

- The team with the highest score at the end of 20 minutes wins.

Tie Breaker/Overtime

- True sudden death. First team to score wins.

Fouls

- Fouls committed on offense can never result in free throws, regardless of the number of team fouls.
- Just team fouls. All personal fouls count toward team fouls. No record of individual personal fouls will be tracked.
- Free throws start once the fouling side has committed its 7th team foul. After a team has reached 10 team fouls the fouled side will receive two free throw attempts.
 - Fouls committed on offense can never result in free throws, regardless of the number of team fouls.
- Technical and unsportsmanlike fouls will always be awarded with 2 free throws and ball possession.

½ Court Rules

- Following successful field goal or last free throw (except those followed by ball possession)
 - A player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court, directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- Following each unsuccessful field goal or last free throw (except those followed by ball possession)
 - If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
 - If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling.)
- If the defensive team steals or blocks the ball, it must return the ball behind the arc (passing or dribbling).
- Possession of the ball given to either team following any dead ball situation shall start/resume with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
- No “make-it, take-it”
- The ball must be “cleared” behind the arc after any change of possession during open play before a shot may be legally taken.

Jump Ball

- Possession goes to the defense

Substitutions

- Substitutions can be made during a time-out or “dead ball” situation
 - Ball is out of play
 - Before Free Throw
 - After made Free Throw
 - On a foul
- Substitutions require no action from referees/official.

Forfeit

- Teams not at the court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. A forfeit will be scored 20-0.
- If agreed upon by both teams, the game can be played out for the remainder of their game time. If the game results in a tie the win will go to the team that arrived on time.

Inclement Weather

- If the official feels the conditions are unsafe, then they have the right to suspend the game. Any game suspended after half the game was completed, will be considered final if they are unable to finish the game within their time limit. All other games will be resumed once it is deemed safe to play. If games need to be cancelled a make-up date and time will be announced.

*Rules are a combination of FIBA & Gus Macker.

Game Time Example:

6:00- Team warm up (Rock, Paper, Scissors will take place with one player from each team)

6:05- Game kicks off

6:25- 20 Minute game ends

6:26- Game ends if time outs are taken

6:27- Potential overtime

6:29- Teams exiting court to allow the following team to warm up

6:30- Team warm up (Rock, Paper, Scissors will take place with one player from each team)

6:35- Game kicks off

6:55- 20 Minute game ends

6:56- Game ends if time outs are taken

6:57- Potential overtime

6:59- Teams exiting court to allow the following team to warm up

Marshfield Parks reserves the right to add, delete, or amend any of its rules, regulations, or policies at any time