3V3 Basketball Tournament Rules

1. Games will follow National Federation of High School (NFHS) rules unless superseded by 3V3 rules.
2. Court:
   1. Games will be played half court with the half court line being out of bounds.
3. Gameplay:
   1. Games will consist of 2 10-minute halves with a half time.
   2. Prior to the start of the game or an overtime or sudden death period, teams will shoot alternating free throws to determine which team gets first possession.
   3. After each change of possession, the team with possession must take the ball outside the arc.
      1. A basket made without a team first taking the ball outside the arc will not count and the defending team will assume possession. A warning will be issued for each team’s first offense.
      2. After a basket is made, the opposing team will assume possession of the ball (no make it, take it). A player on offense will start with the ball outside and at the top of the arc and must check the ball to a player on defense from outside the arc.
         1. Once the ball is checked back to the offensive player, the offensive player may then dribble, shoot, or pass the ball.
      3. Following each unsuccessful field goal or last free throw:
         1. If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
         2. If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
4. Players:
   1. Teams must have 3 players on the court at game time. Failure to have 3 players on the court at game time will result in a forfeit.
   2. If at any time once a game has started a team cannot field three players on the court due to injury or any other reason, the game will be forfeited.
   3. Substitutes:
      1. Players may substitute into the game after any dead ball whistle or after a made basket, prior to the ball being checked in.
5. Scoring:
   1. A basket made from inside the arc will be scored as 2 points.
   2. A basket made from outside the arc will be scored as 3 points.
   3. Free throws will be scored as 1 point.
6. Clock:
   1. The clock will run continuously except for the last minute of each half and for timeouts.
      1. During the last minute of each half, the clock will stop when a whistle is blown for a dead ball or if a timeout is called.
      2. During the last minute of each half, the clock will stop after a made basket. The clock will resume once a defensive player checks the ball back to the offensive player and the offense player has possession of the ball.
      3. Each team will have 1 timeout per half.
      4. There is no shot clock, however, if an official feels that a team is intentionally stalling and not actively attempting to score, the official will announce “stalling” and count down from 5. If a shot is not taken before the end of the 5 second countdown, the offensive team will turn over the ball. A warning will be issued for each team’s first offense.
7. Fouls:
   1. Individual player fouls will be recorded as team fouls. After 6 team fouls, any subsequent fouls will put the opposing team in bonus. After 9 team fouls, any subsequent fouls will put the opposing team in double bonus.
   2. After 12 team fouls, any subsequent fouls will be counted as team technical fouls.
8. Overtime:
   1. If a regulation game ends and the score is tied, 1 1-minute overtime period will be played.
      1. Each team will receive 1 timeout in an overtime period.
      2. The clock will stop the same as in the last minute of each regulation half.
   2. If a game remains tied after 1 overtime period, teams will play an untimed sudden death period and the first team to score will be determined the winner.