



# 3V3 BASKETBALL RULES

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## GAME FORMAT

- Coin flip (or rock-paper-scissors) decides first possession
  - **20-minute games** or **first to 21 points**
  - Stop clock in **last 30 seconds** (dead balls only)
  - Scoring: **1's and 2's**
  - **1 timeout per team**
  - **Max 5 players per roster**
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## LIVE BALL & POSSESSION

- Played on **half-court**
  - After **any possession change**, ball must be taken **behind the 3-point line**
  - After a **made basket**, the opposing team must clear the ball by passing or dribbling it behind the 3-point arc
  - Scoring team **cannot rebound their own made shot**
  - **Jump ball = defense's ball**
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## DEAD BALL CHECK-UP (IMPORTANT)

➔ **ALL dead balls must be checked at the top.**

Includes: fouls, free throws, out of bounds, violations, substitutions, and any stoppage.

Ball becomes *live immediately* after the check.

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## SUBSTITUTIONS

- Allowed **only on dead balls**
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## OVERTIME

- First team to score **2 points** wins
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## FOULS

### PERSONAL FOULS

- Each player gets **4 fouls** before fouling out
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### SHOOTING FOULS

- Shooter shoots **alone** (all others stand behind the 3-point line)
- After free throws (make or miss): **ball goes to the non-shooting team** → check-up

#### Free Throw Values

- Foul **inside the arc** → **1 shot = 1 point**
  - Foul **outside the arc** → **1 shot = 2 points**
  - **And-1** → **1 shot = 1 point**
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### TEAM FOUL BONUS

- Team fouls **5-7** → **1 free throw = 1 point**
  - Team fouls **8+** → **1 free throw = 2 points**
  - After bonus shots: **shooting team keeps possession** → check-up
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### TECHNICAL FOULS

- **1st Technical:** 1 free throw = **2 points** + possession (check-up)
- **2nd Technical:** 1 free throw = **2 points** + possession
  - Player is **ejected** and must leave the facility
  - **Phx Rising makes final decisions**