

3v3 RULES

<h2>Game Time</h2>	<p>The regular playing time shall be 2 periods of 8 minutes.</p> <p>Halftime will be 2 minutes.</p> <p>The game clock will be stopped at every referee whistle for dead ball situations and free throws.</p> <p>The game clock will be restarted when:</p> <ul style="list-style-type: none"> • During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed. • After a successful last free throw, the ball is checked and is at the disposal of the offensive player. • After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court. <p>*Rocky Mountain 3v3 uses a size 28.5 ball for all games.</p>
<h2>Beginning the Game</h2>	<p>There is no designated warm-up time prior to the start of the game.</p> <p>Team captain (or selected teammate) will Rock/Paper/Scissors to see who gets the ball first. Teams can choose to start the game with the ball or defer and start the second period with the ball.</p> <ul style="list-style-type: none"> • First team to win Rock/Paper/Scissors, not the best out of three
<h2>Overtime</h2>	<p>If the score is tied at the end of regular playing time, an overtime will be played. A new Rock/Paper/Scissors determines who gets the ball at the beginning of overtime. The first team to score in the overtime wins the game.</p>
<h2>Scoring</h2>	<ul style="list-style-type: none"> • Every shot from inside the 3-point arc (1-point field goal area) shall be awarded 1 point. • Every shot from behind the 3-point arc (2-point field goal area) shall be awarded 2 points. • Every successful free throw shall be awarded 1 point. • The game ends when both 8-minute periods have expired, or when a team reaches 21 points, whichever comes first.
<h2>How the Ball is Played</h2>	<p>During a check-ball, the offensive player can either pass or dribble from the half circle.</p> <p>Following each successful field goal (except those followed by ball possession):</p> <ul style="list-style-type: none"> • A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the 3-point arc to a place on the court outside the 3-point arc. There is NO check-ball after a successful field goal. • A player from the scoring team (now on defense) can play defense as the ball is dribbled or passed out to a place beyond the 3-point arc. If the player from the non-scoring team has not dribbled yet, the defensive player must give the non-scoring player arms length space to begin a dribble or pass. The scoring team (now on defense) can steal the ball once a dribble or pass is made. If the ball is stolen from the non-scoring team as they try to clear the ball past the 3-point arc, the team stealing the ball must now clear the ball past the 3-point arc before attempting to score. <p>Following each unsuccessful field goal or last free throw (except those followed by ball possession):</p> <ul style="list-style-type: none"> • If the offensive player rebounds the ball, they may continue to attempt to score without returning the ball behind the 3-point arc. • If the defensive player rebounds the ball, they must return the ball outside the 3-point arc (by passing or dribbling). <p>If the defensive team steals or blocks the ball, they must return the ball outside the 3-point arc (by passing or dribbling).</p> <p>Possession of the ball given to either team following any dead ball situation (referee whistle) will start/resume with a check-ball.</p> <p>A player is considered to be “outside the 3-point arc” when neither of their feet is inside or on the 3-point arc line.</p> <p>In the event of a jump ball situation, the game will be resumed with a check-ball (referee whistle) for the defensive team when the jump ball occurred.</p>

Fouls	<p>Keep track of team fouls. The accumulation of team fouls does NOT reset at halftime and is tracked for the entire game.</p> <ul style="list-style-type: none"> On the 5th, 6th, 7th, 8th, and 9th team foul, the other team gets one free throw. On the 10th (and beyond) team fouls the other team gets two free throws. <p>For shooting fouls:</p> <ul style="list-style-type: none"> Shooter receives one free throw for a shot taken inside the 3-point arc. If the shooter makes the shot when fouled (an “And 1”), the team is awarded one point for the made shot and shoots one free-throw (for a possible 2-point play). Shooter receives two free throws for a shot taken outside of the 3-point arc. If the shooter makes the shot when fouled (an “And 1”), the team is awarded two points for the made shot and shoots one free-throw (for a possible 3-point play). <p>On free throws, a missed shot is played live. A made free throw is a check-ball at the top.</p> <p>The clock will stop for all free throws.</p> <p><i>*Offensive fouls do not result in foul shots.</i></p>
Stalling	Stalling is not permitted. The referee should countdown 5 seconds if a team is not actively trying to score. It becomes a violation (turnover) and the other team receives the ball, which is a check-ball at the top.
Substitutions	Substitutions can be made during any dead ball. The team must notify the referee before making substitutions to ensure play does not resume until substitutions are complete for both teams.
Intentional Fouls	Any fouls that are intentional or dangerous will result in that player stepping out of the game and 1 point and the ball awarded to the team fouled. That player is able to return to the game at the discretion of the referee.
Timeouts	Each team is allowed one 60 second timeout during the last minute of the second half.