

3 ON 3 and 4 ON 4

BASKETBALL RULES

I. THE GAME

- A. 3 on 3 Basketball is a half-court game played by two teams of three players each, including a maximum of three substitutes.
- B. 4 on 4 Basketball is a half-court game played by two teams of four players each, including a maximum of four substitutes.
- C. Only players who are listed on a team's roster form may play. Each player must play a total 8 minutes total for the whole game. The coach is in charge of tracking time.
- D. Game time: Men and Women will play two 16 minute half with a 8 minute half-time. Both side of the court must be finished before half time starts. IE... if court 1 has one min left in play than court 2 is done the we will wait until court 1 is done before starting half time. Court 2 has one extra minute
- E. Overtime: A tie score after regulation time shall result in one 2 minute overtime period. If the score is still tied after the overtime period, the teams will have another jump ball and play sudden death until one of the teams scores or 2 minutes. If no score after 2 minutes then will end in tie.
- F. Each team has two (30 second) time outs per half. No time outs during overtime periods.
- G. A running clock is used until the **last minute** of each half and overtime period.
- H. The clock will be stopped:

1. During the first 15 minutes of each half (and first two minutes of each overtime period) only for... a) time outs b) injuries

2. During the last minute of each half and overtime period on all whistles (like a normal game) ...

. a) fouls

. b) violations

. c) out of bounds

. d) jump ball situations

. e) time outs

. f) injuries

H. If a team is not ready to play within 5 minutes of elapsed time, the team ready to play legally wins by forfeit.

I. Substitutions may only be made after a whistle has blown for some type of stoppage of play with the acknowledgment of the referee.

J. The official will flip a coin with the captains before the game begins. The winner of the toss takes possession of the ball first at the beginning of the game. The alternating possession rule will determine every jump ball situation through the rest of the game.

K. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. A shot must be attempted within 30 second (official's judgment). Officials should warn a team 10 seconds before making a stalling call.

Teams must take a ball back past the "arc" after each change of possession. If the defensive team steals or blocks the ball, it must clear

the ball behind the arc (by passing or dribbling). If ball goes out of bounds normal High school rules apply.

L. Officials may give a team one warning each game before enforcing this rule.

1. To start each half, after a foul has been awarded, or after any stoppage of play, the ball must be checked by a defensive player, after which the ball is alive and may be passed, shot, or dribbled.
2. After a score, on defensive rebounds, or after steals, the ball must be returned passed the **arc** and the player in possession of the ball may maintain control and attempt to score.
3. If a team (Team A) fails to cross the check line with at least one foot in any of the situations above, the official should attempt to verbally communicate to the players that the ball was not taken back past the check line. If a shot is taken and made by team A before the ball was taken back past the **arc**, the officials should blow the whistle and stop play immediately. The basket would be disallowed and team A retains possession of the ball (**at the arc**). If team A retains possession of the ball after a shot, the officials should verbally communicate to that team that they still need to take the ball back past the **arc**.

M. The 3 second lane violation is in effect.

N. High school rules shall be enforced whenever applicable.

II. FOULING

A. During the first 15 minutes of each half while there is a “running clock”...

1. No foul shots will be taken.
2. Personal fouls committed during the act of shooting...
 - a) On a two point attempt, if the shot goes in, it is an automatic 3-point play for the shooter and the scored upon team gets possession at the back line (**arc**).
 - b) On a three point attempt, if the shot goes in, it is an automatic 4-point play for the shooter and the scored upon team gets possession at the back line.
 - c) If the shot does not go in, two points are awarded to the shooter and the **defending** team gets to possession of the ball (**inbounded** at the **arc**).
 - d) Flagrant fouls are penalized by an automatic two points, retained possession of the ball, and disqualification of the offended player.
3. Technical fouls and Intentional fouls result in an automatic two points and retained possession of the ball.
 - B. During the final minute of each half with the clock stopping...
 1. Shooting fouls are dealt with in the normal manner, and...
 2. Common fouls result in a bonus situation: *One-and-one on the teams 7th, 8th, and 9th fouls during each half. *Two free throws beginning with the 10th team foul during each half.
 - C. Player control fouls are dealt with in the normal manner throughout the entire game (change of possession).
 - D. Players will be removed from games on their 5th foul committed or for unsportsmanlike conduct.

III. ADMINISTRATION

- A. Each team member should wear appropriate shirt color (light “Gray” or dark “Blue”) for each game.
- B. All players must abide by the facility dress code in order to play.
- C. The referee will check the score sheets at the end of the game, sign one, and turn it in to the equipment room.
- D. The Referee:
 - 1. The referee shall conduct the game in accordance with the official rules. The referee shall penalize any player or substitute for unsportsmanlike conduct by immediate ejection and banishment from the playing area. The referee shall have power to make decisions on any point not specifically covered in the rules.