

City of Kelowna – Active Living & Culture

Basketball 3x3

RULES



OBJECT OF THE GAME

- The object of the game is to score 21 points first or to be the team with the most points at the end of time.

PLAYING AREA

- 1 basket on 1 half-court basketball playing surface, including a 3 point line, key, side and end lines.
- Please note that teams are required to play within their designated court area.
 - Do not enter an adjacent court to continue play.

PLAYERS

- 3 players on the court at all times. Teams consist of a max of 5 players.
 - For co-ed leagues there is a 2:1 ratio; 1 player of the opposite gender must be on the court at all times.
- The match is forfeited if a team does not have the minimum player requirement by 10 minutes past the scheduled start time.
- Player Pick-up Rule: A team may pick up 1 player only from another team in the league to reach the minimum number of players required. If the team's regular rostered player shows up then that player must take the place of the substitute player.

RULES OF PLAY

- 15 minutes games, running time.
- 12 second shot clock – using an honour system.
- 1 hour time limit to complete games.
- Initial possession is determined by a coin flip. Team that wins coin flip decides whether to take the ball at the beginning of the game or leave it, in order to get it in a potential overtime.
- Basket scored: 1 pt for a basket made inside 3 pt line; 2 pts for a basket made beyond 3pt line.
- No brake or checked ball after scoring; ball needs to clear the 3 point line.
- Offence calls fouls.
- Free throws following a shooting foul: 1 for a foul inside the 3 pt line; 2 for a foul committed beyond the 3pt line.
- Foul limit per team is 6 team fouls
 - Penalty for team fouls 7, 8 and 9 – 2 free throws
 - Penalty for team fouls 10 and more – 2 free throws + ball possession
- Each team is allowed 1 – 30 second timeout per game.
- Substitutions occur during a dead ball situation.
- Dead ball - if the ball goes out-of-bounds, makes contact with an object or a foul is called.
 - Possession following a dead ball – check ball behind the 3pt line.
- All three (3) games go to 21 points. The game is over when a team reaches 21 pts or 15 minute game time expires.
 - If the game is tied at the end of time and overtime is required
 - First team to score two points wins the game.
- Best two-out-of-three wins the game, or the leader at the end of the one-hour time limit, whichever comes first.

FOULS

- Offensive Foul –when the person on offense intentionally runs into a defensive player to stop them from properly defending. The game is stopped and possession of the ball is given to the defensive team.
- Hand Check –defense continually uses his/her hand on the offensive player in possession of the ball.
- Holding –when a player uses their hands to interfere with the movement of their opponent.
- Illegal Screen –when a player setting the screen still moves to block the defensive player and in turn makes contact.
- Reaching In –a defensive player tries to reach-in by extending his/her arm in an attempt to steal the ball from the offensive player but makes contact with the player.
- Shooting Foul –when an offensive player is fouled while in the act of shooting the ball.
- Flagrant Foul – this is a serious contact foul that involves unnecessary or excessive contact. The common penalty for a flagrant foul is two free throws for the opposing team as well as ball possession. The player who has committed the flagrant foul is also disqualified from the game.

REPORTING RESULTS

- The winning team is responsible for reporting the match result to the appropriate Score Line (outlined on their schedule) within 48 hours of the match completion.