



## **3 v 3 AC2P Tournament Rules**

### **Court and Ball**

\*The game of 3x3 is played on a half court with one basket.

\*Ball size will be size 6,28.5 for 3rd/4th division and 5th/6th and full size men's ball for 7th/8th divisions.

### **Teams**

\*Each team shall consist of at least 3 players, but can have up to 5 and 1 coach, but a coach is not necessary for the 7th and 8th divisions.

### **Game Officials**

\*The games will be officiated by 1 referee; volunteer scorekeepers will operate scoreboards.

### **Beginning of the game**

**\*Please be ready to play at your assigned court 5 minutes before game start time!  
Timing is tight so being ready to play is very important!**

\*Both teams may warm-up simultaneously if time permits before the start of their game. However, there will be LIMITED warm-up time, so feel free to use the outdoor courts for warm-ups.

\*A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

\*The game must start with three players on the court.

### **Scoring**

\*Every shot inside the arc shall be awarded 2 points.

\*Every shot behind the arc shall be awarded 3 points.

\*Every shooting foul that would normally result in a free throw shall be awarded 2 or 3 points as outlined in "Fouls and Free Throws."

## **Playing Time/Winner of a game**

\*The regular playing time shall be as follows: one period of 20 minutes playing time with a 90 second half time at 10 minutes. The clock will be a running clock except when the official requires it to be stopped. No time outs.

\*If the score is tied at the end of playing time, the first team to score in the following 2 minutes will be declared the winner.

## **Fouls/Free throws**

\*Players cannot foul out.

\*Fouls during the act of shooting inside the arc shall be rewarded 2 points or outside the arc shall be awarded 3 points. No free throws are shot during these games. Possession goes to the other team after a foul.

## **How the ball is played**

\*Following each successful field goal or last free throw:

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

\*Following each unsuccessful field goal or last free throw:

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

\*Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

\*A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.

\* In the event of a jump ball situation, the possession will alternate between teams starting with the team who had first possession at the beginning of the game.

## **Stalling**

\*Stalling is not permitted until the final minute of the game.

\*If the official feels the offensive team is stalling, the official can call a 10 sec delay of game. Upon making this call, possession of the ball will be awarded to the opposing team.

## **Substitutions**

\*Substitutions can be done by any team when the ball becomes dead. Players must notify the official that a substitution is pending.

## **Time-outs**

\*No timeouts.

## **Disqualification**

\*A player committing 2 unsportsmanlike fouls will be disqualified from the game.

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