

BLACKHEART BASKETBALL 3 ON 3

- Each team consists of three players and one substitute.
- Size 6 basketball (28.5 in) will be used for ages 8-12. All other divisions will use size 7 standard (29.5 in) ball.
- A jump ball is not used to start the game. Instead, a coin toss is held immediately before the game. The winning team can choose to take possession of the ball at the start of the game, or take the first possession of a potential overtime period.
- There are no jump balls at any time in the game; we will use alternating possession rule.
- Every successful shot inside the arc is awarded one point, while every successful shot behind the arc is awarded two points. (High school and up ONLY) Every successful shot made within the 3 point V zone will be awarded 3 points.
- The game is a single period of 15 minutes with sudden death at 15 points. The winner is the first team to score 21 or the team with the highest score at the end of the 15 minutes. A tie in regulation leads to an untimed overtime period, which is won by the first team to score two points in overtime. Note that if a game is tied at 20 at the end of regulation, reaching 21 does not end the game.
- Game play starts with a (Check-up) the defensive team exchanging the ball with the offensive team behind the arc. This exchange is also used to restart the game from any dead ball situation. If a foul is committed that results in the non-fouling team retaining possession — i.e., a technical or "unsportsmanlike" foul the non-fouling team will receive the exchange.
- If the defense gains possession of the ball within the arc, by a steal, a block or a rebound (airball), the team must move the ball behind the arc before being allowed to take a shot.

- After a made goal or free throw (except for technical or unsportsmanlike fouls and team fouls 10 or more), play restarts with a check-up from a player on the non-scoring team at the top of the arc.
- A player substitution can occur only in a dead ball situation.
- Each team is allowed one timeout (The officials may still stop the game in case of player injury or other dangerous situations)
- Individual personal foul counts are kept. Players foul out after 6 personal fouls. A player who commits two unsportsmanlike fouls is disqualified.
- Fouls during the act of shooting inside the arc are awarded 1 free throw, while fouls during the act of shooting behind the arc are awarded 2 free throws. However, team fouls 7, 8 and 9 are awarded two free throws, while team fouls 10 or more are awarded two free throws and possession of the ball.
- Technical fouls (including unsportsmanlike fouls) result in two free throws plus possession of the ball.