

3 on 3 - Game Rules

- A coin flip or rock/paper/scissors prior to the start of the game will determine which team has the initial possession.
- Winning the coin flip allows a team to start the game with the ball or decline in order to get the ball first in a potential overtime.

Length of Games

- First team to 21 points wins or the team ahead at the 24 minute time limit wins.
 - All 24 minutes will be running clock. Clock will not stop on timeouts
 - No stalling is allowed. The referee or court monitor may institute a 30-second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Starting Play/Throw-In

- The ball must be checked and passed in (not dribbled) behind the top of the arc (3 point line).
 - First Violation: Warning from the referee or court monitor. Subsequent Violations: Loss of possession.
- Ball Clearance: When in play, the ball must be “cleared” on each change of possession (including air balls).
 - “Cleared” means both feet must be behind the arc. Failure to clear the basketball is a violation.
 - First Violation: Warning from the referee or court monitor. Subsequent Violations: Loss of possession.
- Possession alternates after each made basket. No make it take it.
- Substitutions can only occur on dead ball situations, prior to checking the ball in.

Timeouts

- Each team is allowed one 30-second timeout per game.

Overtime

- If still tied at the end of regulation, game winner will be the first team to score 2 points.
- The team which did not start the game with the initial possession will get the ball first in overtime.

Fouls

- There is no personal foul limit for 3 on 3.
- Free throws count as one point.
- Following a made free throw, the opposing team will check the ball at the top. If the free throw is missed, the ball is live and the offensive team can rebound and play, or the defensive team can rebound and clear.
- If fouled in the act of shooting and the basket is made: The basket counts and fouled player is awarded 1 free throw.
- If fouled in the act of shooting and the basket is not made: Fouled player is awarded 1 free throw when fouled inside the arc, or 2 free throws are awarded when fouled outside the arc.
- If fouled while not in the act of shooting (Team fouls 1-6): Offended team retains possession of the ball.
- Team fouls 7-9: Fouled player is awarded 2 free throws.
- Team fouls 10+: Fouled player is awarded 2 free throws and possession of the ball.
- Offensive Fouls: Defending team is awarded possession of the ball. Free throws are not awarded.
- Flagrant 1 (Unnecessary Contact) Foul: Fouled player is awarded 2 free throws. No change of possession (unless 10+ fouls).
- Flagrant 2 (Unnecessary & Excessive Contact) Foul: Fouled player is awarded 2 free throws and possession of ball.
 - Any player committing a Flagrant 2 foul will automatically be ejected from the game.
- Technical Foul: Offended team is awarded 1 free throw. No change of possession.
 - Any player receiving 2 technical fouls will automatically be ejected from the game.
- Players may enter the lane upon release of the ball. Shooter may enter the lane once the ball touches rim.

Violations & Jump Balls

- Violations: All games will be played using current NCAA basketball rules & regulations (Click [here](#) to view).
- Jump balls: All held balls become possession of the defensive team.

Sportsmanship

- Good sportsmanship is expected. Any questions or disputes will be discussed only with the team captain. Please refrain from any unnecessary vulgarity or abusive conduct. No alcohol, drugs, or weapons will be allowed on the facility premises. Fighting, continuous misconduct, or breaking of the rules may result in forfeiture of games and/or possible dismissal from the tournament.

Eligibility Disclaimer

- All participants must be of South Asian descent (of Indian, Pakistani, Bangladeshi, Afghan, Sri Lankan, Nepali, Bhutanese, or Maldivian origin only). A copy of an ID or passport will be acceptable forms of proof.
 - Players must be have been born before December 31, 1991 or older in order to participate.
 - All decisions will be made by tournament committee will be final and are not eligible to be protested.
 - Challenges of ineligibility need to be made before the game begins. Any player deemed ineligible will be disqualified from playing in the rest of the tournament.