



## Elite 3 x 3 Hoop It Up

The following rules have been designed to ensure fair play for all participants and closely align with USA Basketball and FIBA competition rules. All players and coaches are expected to understand these rules prior to participating in 3x3 competition. Any questions concerning these rules should be directed to Hoop It Up DSM 3x3 Event Staff.

### Game Administration & Rules

#### ROSTER SIZE

- 5 player limit (must have 3 players to start the game)
- All players must sign the score sheet before each game and designate the team's captain/spokesperson. THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

#### GAME PLAY

**Length of Games:** First team to score 21 points, or 16 minute running clock.

**Championship Games in each division:** 21 points, or 20 minute running clock.

*\*The referee, court monitor, or Hoop It Up DSM 3x3 Event Staff member may institute a time limit in the Championship Game prior to or during the game. Please have your team ready to play immediately when the game before you is complete!*

**Overtime:** If the score is tied at the end of 15 minutes a coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.

**No Make It Take:** The ball changes possession after each scored basket.

**Taking It Back: Following a successful field goal, the ball is immediately considered “live”.**

The ball MUST be taken back at the start of each possession. Defense gains possession (no make it – take it). The possession begins right underneath the hoop when the defensive team takes possession of the ball. Ball to be dribbled or passed to a player behind the arc (both feet). Defensive team is not allowed to make a play for the ball inside the “no-charge semicircle” (area under the basket).

*First Violation: Warning from the referee or court monitor*

*Each Individual Violation: Change of possession*

**Possession Following a Dead Ball:** Check ball exchange behind the arc (at the top)

**Possession Following a Defensive Rebound or Steal:** Ball to be dribbled/passed behind the arc

**Throw In/Resuming Play:** On any throw in or resumption of play the ball is live and may be passed, shot, or dribbled

**Shot Clock:** No shot clock – however, no stalling is allowed. The referee, court monitor, or Jr. NBA staff members may institute a 30 second clock at any time. After a team has been warned about stalling, failure to hit the rim on the offensive possession within 30 seconds will result in loss of possession. The referee will count down the final 5 seconds.

**Jump Balls:** All jump balls become the possession of the defensive team.

**Time Outs:** Each team is allowed one 30 second time-out per game. The game clock does not stop during any time-outs. NO time-outs are permitted in the last 3 minutes of the game.

**Substitutions:** Can occur in dead ball situations, prior to the check ball. Players must enter the game at the top of the court.

## **SCORING**

Baskets made from the inside of the arc count 1 point. Baskets made when the shooter has BOTH FEET behind the arc count 2 points. Court monitors or referees will call “2 points”. If there is any doubt by the court monitor or referees as to whether the made basket is worth 1 or 2 points, the basket will count as 1 point.

## **FREE THROWS**

- 1 free throw if fouled while shooting
- 2 free throws if fouled while shooting behind the arc

- 1 free throw if fouled while shooting and the shooter makes the shot
- Free throws count as 1 point

Following a made free throw the ball is live as soon as the ball goes through the basket and the opposing team can gain possession and clear. 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.

## **FOULS**

Team Foul Limit

- 6 team fouls

Penalty for Team Fouls 7-9

- 2 free throws

Penalty for Team Fouls 10+

- 2 free throws and possession of the ball

## **COACHING RULES**

- Coaches are allowed to provide guidance during timeouts, and before and after the games. Coaches can also make substitutions.
- Coaches will be penalized a point if a ref sees excessive coaching during games.
- Penalties will be assessed at referee's discretion.

## **12U & Below**

- The same rules apply as the 13U and above, however refs will be slightly more tolerant of coaching.
- Coaches can be penalized a point if a ref sees excessive coaching during the games.