

Hoop It Up 3v3 Rules

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 3v3 competition.

Game Administration & Rules

Roster Size

- 5 player limit (must have 3 players to start the game)

Referees

- 1 required

Time/Score Keepers

- 1 required, 2 suggested (a parent from each team) or in tournament play the referee will keep score

Time-outs

- Each team is allowed one 30-second timeout per game. The game clock does not stop during timeouts. **NO timeouts are permitted in the last three minutes of the game.**

Initial Possession

- Coin flip (winning the coin flip allows a team to start the game with the ball or decline in order to get the ball in a potential overtime)

Game Duration & Scoring Limits

- League Operators will have the option to organize their games according to either format below.
- 1x20/25 minutes
- Running clock
- The first team to 21 points (applies to regular playing time only) or the team with the most points at the end of the game
- 1x15 minutes
- Running clock
- The first team to 15 points (applies to regular playing time only) or the team with the most points at the end of the game

Overtime

- First team to score two (2) points wins

Scoring

- Baskets made from inside the arc count as one point. Baskets made from behind the arc count as two points.

Substitutions

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

Starting Possessions

- To start the game and after any dead ball that requires checking the ball at the top, the ball must be passed (not dribbled) from the check box at the rear of the court.
- First violation: Warning from the referee or court monitor
- Each Additional Violation: Change of possession

Shot Clock

- **Top Gun**
 - 12 seconds. The shot clock is to be monitored by the ref and should be counted aloud for the final 5 seconds.
- **All ages**
 - No shot clock – however, no stalling is allowed. The referee, court monitor, or Jr. NBA staff member 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.

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 one point
- **13U & Above**
 - 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.
- **12U & Below**
 - 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.

Jump Ball

- All jump balls become possession of the defensive team

Team Foul Limit (no individual fouls)

- 6 team fouls

Penalty for Team Fouls 7-9

- 2 free throws

Penalty for Team Fouls 10+

- 2 free throws and possessions of the ball

Possession Following A Successful Goal

- **13U & Above**
 - 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 not allowed to make a play for the ball inside the “no-charge semicircle” (area under the basket).
- **12U & Below**
 - Check ball exchange behind the arc (at the top)

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

Playoffs

- Players must play in at least 3 games to be eligible for the playoffs

Coaching Rules

- **13U & Above**
- 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.