

# 3 on 3 Hoops Rules

## The Game:

- "3 on 3 Hoops" is a half-court game played by two teams of three players each, with a roster limit of 7 players. NFHS basketball rules apply with the exception of the following Coastal Carolina Intramural Sports modifications.

## Supervisor Duties:

- Prior to the game the captains will select one person to shoot for the first possession. The Supervisor will signal the ball in play to begin both games simultaneously.
- Officials will be on the court to make all foul and violation calls. Continuous problems with sportsmanship will result in the game being declared a forfeit.
- The officials will penalize any player, substitute, or coach for unsportsmanlike conduct by immediate ejection and the player must leave the facility.

## Scoring and Timing:

- Points are awarded as follows:
  - 1 point for free throw
  - 2 points for made basket
  - 3 points for a made basket from outside three point arc
- Playing time will be two 14-minute halves with running clock. Halftime is two (2) minutes.
- A tie score will result in a two-minute running clock overtime period, with ball possession determined by a coin toss.

## Playing the Game:

- The team that wins the shot for possession will start the game with the ball. Alternating possession arrow procedures will be used throughout the remainder of the game.
- Checking the Ball:
  - The "check line" will be outside the 3-point line
  - The ball must be "checked" to start each half, after any foul, and after any made basket
  - On a "check", the defensive team will have three seconds to be declared ready and hand the ball back to the offensive team for play. **Any longer than three seconds will result in the offensive team receiving two points plus the possession.**
  - After a steal, violation or defensive rebound, the new offense must pass the ball outside of the check line.
  - **Penalty for violation of "check" line procedures is a turnover.**
- Time Outs:
  - Teams cannot call time outs during the game.
  - Time outs will be called only by the Supervisor for injuries or special circumstances.

- **Substitutions:**
  - Substitutions may be made after a basket, foul shot, or any other stoppage of play. The officials will beckon substitutes waiting at the table.
  
- **Fouls:**
  - All common, personal, and technical fouls will be counted against the team total. On and after the 5th team foul, a bonus shall be awarded for the remainder of the half.
  - A player shall foul out after five (5) player fouls.
  - Prior to the fifth team foul:
    - common fouls result in loss of possession for the fouling team
    - offensive fouls result in disallowing a made try and/or turnover
    - shooting fouls with a missed basket shall result in retained possession
    - shooting fouls with a made basket shall result in the basket being awarded and change of possession
  - On the fifth team foul and thereafter:
    - common fouls result in a single free throw along with retained possession for the fouled team (teams do not line up on the free throw lane)
    - offensive fouls result in disallowing a made try and/or turnover
    - shooting fouls with a missed try shall result in two foul shots along with retained possession
    - shooting fouls with a converted try ("and 1") shall result in the basket being awarded with retained possession
  
- Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul and the possibility of a game suspension:
  - Insulting or using vulgar language at the officials, supervisors, or opposing players
  - Participating in a fight (AUTOMATIC EJECTION)
  - Other unsportsmanlike acts will also earn a technical foul. All unsportsmanlike fouls result in two free throws and the ball, regardless of whether the foul is on a player or the bench
  - Any combination of three (3) unsportsmanlike technical fouls will result in forfeiture of game and loss of forfeit bond
  
- **Stalling:**
  - If a team is deliberately stalling or freezing the ball, the referees shall start a ten second count to shoot. **If the offense does not shoot, the ball will be turned over to the other team.**
  
- **The mercy rule is as follows:**
  - 50-points mercy rule at any time in second half
  - 30-points at any time under eight minutes remaining in the game
  - 20-points at any time under two minutes left in the game.