



3-on-3 Basketball Rules

Team Composition

- Each team consists of **up to 4 players** (3 on the court, 1 substitute).
- A minimum of 3 players is required to start a game.

Game Format

- All games are played on a **half court**.
- The tournament will begin with **round robin pool play**, followed by a **single-elimination bracket** for the top 4 teams.

Pool Play Games

- Games are played to **10 points** (each basket = 1 point).
- Win by 1 point.

Single Elimination Bracket

- Semifinal and final games will be played as a best-of-three series.
- Games 1 and 2 will be played to **15 points** (using 2's and 3's).
- A **deciding third game**, if needed, will be played to **10 points** (using 2's and 3's).

Game Administration

- **All games are self-officiated.**
- Players are expected to call their own fouls and violations honestly.
- If teams cannot agree on a call, play should be replayed.
- If a game cannot be completed due to disagreement, a **double forfeit** will be recorded.

Timing and Forfeits

- **Game time is forfeit time.** Teams not ready to play at their scheduled time will forfeit.
- Each team is allowed **one 30-second timeout per game**.

Possession and Scoring

- Possession changes after every made basket (**no "make it, take it"**).
- All baskets count as **1 point in pool play** and **2's and 3's in bracket play** (as noted above).
- The ball must be **checked** at the top of the key ("Check Line") after each basket, foul, or dead ball.
- After checking the ball, the offense must **complete at least one pass** before attempting a shot.

Clearing the Ball

- On a defensive rebound, steal, or air ball, the ball must be **cleared past the Check Line** (top of the three-point arc) by dribbling or passing before the offense can score.

Out of Bounds

- Any ball that goes out of bounds must be checked in at the "Check Line" by the team awarded possession.

Substitutions

- Substitutions may be made **after a basket or any dead ball**.

Lane Violation

- The **3-second rule** is in effect for offensive players occupying the key (any part of the shoe touching the painted area).

Fouls

- All fouls (shooting and non-shooting) result in the ball being **checked in at the Check Line** by the team that was fouled.

Jump Balls

- All held-ball situations will be resolved by **alternating possession**.

For questions, contact Jodi Gooch at 801-491-5566 or jgooch@springvilleutah.gov