

3 on 3 rules

Games are self-officiated. Participants call their own fouls and are responsible for controlling the sportsmanship of the game. The teacher will be a supervisor who can be referenced for disputes regarding rule interpretations, but they will not make judgment calls. The teacher reserves the right to eject or suspend any participant who displays unacceptable, unsafe, or inappropriate behavior. Each team will keep their own score. Before a team puts the ball in play they ***MUST*** announce the score to both teams – announce both their score and the opponents score.

1 - THE GAME

Contests will be the best of three games within a thirty-minute time limit. If time expires during play, the first team with a two-point lead wins. All games are played to 21 points, counting field goals as 2 point and shots beyond the three-point arc as 3 points. Games are played with “loser’s outs”. **Only the *third game must be won by two points*.** Captains or reporter from the winning team must report to the teacher after the game.

2 - GAME START

The game shall begin either by a coin toss or a “Do or Die” from the top of the key. The winner of the toss or “Do or Die” will take possession of the ball; the opposing team will take possession the second game. If a third game is required, the team defeated in the second game will take possession in the third game.

3 - PLAY REGULATIONS

FOULS: Players will call their own fouls. Once a foul is called play will be stopped and the player’s team who was fouled will check the ball at half court. There will be no shooting fouls except for penalty situations (see PENALTY RULE below).

If a player is fouled within the act of shooting and the basket is good then the team who scored the basket receives the points for the basket, the foul call is void, and the team who committed the foul will take the ball out at half court.

4 - JUMP BALL RULE: All jump balls will be put into play behind the 3pt. line with possession given to the team that did not start the game. Jump ball possessions will alternate during each game.

5 - CHANGE OF POSSESSION: Players must return the ball by dribbling or passing across the outside of the three-point arc before a basket may be attempted. Once across the line, they do not have to pass the ball before shooting.

Any team failing to clear the ball before making a basket will not score the points but will restart the possession at the check line (3-point line).

6 - HALF COURT LINE: Any ball that crosses half court will be considered out of play. The same rules that apply for the base line applies here.

7 - THREE SECOND RULE: The three-second rule will apply to all offensive players.

8 - TIME OUTS: Each team gets one, one-minute time out per game.

9 - SUBSTITUTIONS: Substitutions may be made after a basket or during any dead ball.

10 - PARTICIPANT DISQUALIFICATION: Any participant punching, kicking, excessively fouling, using profanity or displaying unacceptable conduct will be subject to disqualification for the remainder of the contest and is subject to ejection from class as well as from the gym for the remainder of the class or at the discretion of the teacher. All rules not covered in this supplement shall be governed by KHS PE 5x5 Basketball Rules and the official NCAA Basketball Rule Book.