



# PRCS Adult 3-on-3 Basketball

## General League Info

- Games are played on a half court.
  - Half-court game with normal boundaries PLUS the mid court line defining the playing area.
- Round Robin Play
  - Each team will play two 20 minute games each night
  - After all teams have played each other twice
    - There will be a *Single Elimination Seeded League Tournament*.
    - Tournament played on Saturday AFTER the last week of league play
      - Starting at 10am.
- One (1) official/referee on each game
- One (1) scorekeeper on each game

## Game Length

- Games are 20 minutes in length (two 10-minute halves), running clock.
  - Games will be scheduled every hour.
    - There will be a 2-minute half time between periods
      - May be reduced if games are running behind schedule.

## Rosters

- Maximum of eight (8) teams in the league.
  - Minimum-4 players on team rosters.
  - Maximum-6 players

## Teams

- Teams may start AND play with two (2) players.
- Teams **MUST** wear the same color jersey WITH numbers.
- Only one (1) referee.
- Two (2) 20-minute games each night, running clock.
  - A two (2) minute warm-up is allowed.
  - Game time will be set on the scoreboards
  - All games will start at the same time.
  - **NO timeouts.**
- **No jewelry** worn while playing.
  - Including: rings, earrings, necklaces, barrettes, beads in hair, etc.  
**No taping** of these items!

## Clock

- The gym clock will serve as the game clock for both courts.
  - Both courts will start on the clock horn, which will start the clock.
  - The clock does NOT stop (except on injuries)
    - NO time-outs permitted.
      - ***In case of an injury on one half-court***
        - Clock WILL stop & play WILL stop on the other half-court until the injury is resolved.
        - Both teams will resume play at the same time.
- Halftime intermission is two (2) minutes.

## Overtime

- Overtime will be first team to score two (2) points will be the winner
  - Possession goes to the team that didn't win coin flip in the beginning.

## THE GAME

A coin flip prior to the game will determine first possession of the ball.

- Scoring inside the arc-One (1) point
  - Completely outside the arc-Two (2) points

## Checking the Ball

- Ball MUST BE "checked" (the ball must be given to the opponent and passed back to the offense), in a sportsperson-like manner
  - At the top of the key:
    - After each dead ball.
    - After a made basket:
    - Out-of-bounds balls
- Slow Play: violation to "stall" or attempt to "freeze" the ball during play.
  - Teams are expected to develop their own pace of play and maintain this throughout the contest.
  - Holding the ball or stalling will result in a turnover to the opposition.

## Possession

- Defense gets possession after a score.
  - *No make-it, take-it.*
- On a change of possession, steal, rebound, etc.,
  - Defensive team **MUST** take the ball outside the 3-point arc to establish itself as the offense.
  - In case of an air ball defense must take the ball outside the arc to establish itself as the offense
- On a change of possession, a shot made without the ball taken outside the 3-point arc
  - **WILL** count for the opposing team.
  - The team that made the shot will keep possession.
- Defense can defend a team taking the ball outside the arc.
- After a score, foul or out of bounds,
  - Offense will begin possession after checking the ball at the top of the key.
  - Ball must be passed or dribbled in & **CAN NOT** be shot to begin possession.
- All jump balls go to the defense. Jump balls will be determined by the Referee.

## Substitutions

- Substitutions only on dead balls.

## Player Subs

- Teams may substitute at any dead ball during the game:  
As long as, no advantage is taken of the situation.

## Fouls & Violations

The manager will be the team spokesperson.

*Coaches, players, & fans may be assessed a technical foul for unsports-person-like conduct.*

- Intentional Foul or Technical Foul
  - Automatic two (2) points,
    - **AND** possession of the ball.
- Swearing and/or Verbal abuse
  - **WILL** result in a technical foul.
- Fighting
  - **Will NOT** be tolerated
    - **Will be** cause for suspension from the league.
- Shooting fouls are awarded as if the shot was made (1 or 2 points).
  - One (1) additional point if shot attempt is successful.
  - Possession changes after the foul.
- On, and after, the fifth (5) team foul of the game
  - Each non-shooting foul is one (1) point and possession to the offended team.
- No zone defense **IS** allowed unless playing with 2 players.
- All jump balls
  - Go to the defense and are determined by the Referee.
- Stalling is **NOT** allowed.

- A warning will be issued
- A **12 second shot clock** will be administered by the Referee.
  - Failure to shoot in the 12 second time frame will result in a turnover.
    - Starting with the 2nd stalling violation,
    - The penalty is a turnover PLUS two (2) points for the offended team.

## Fouls & Free Throws

- There will be no free throws
- .Players will NOT foul out.
- SHOOTING FOULS-shot is made,
  - Shooting team will get the made basket
  - AND one (1) point.
  - Possession will go to the opposing team.
- SHOOTING FOULS-SHOT *NOT* MADE
  - Team on offense will get one (1) point for inside the arc and two (2) points for outside the arc.
  - Possession goes to the opposing team
- NON SHOOTING FOULS
  - Possession goes to the offense
  - ON AND AFTER FIVE (5) team fouls each foul is ONE (1) point for the offense and possession goes to the offense.
- No points will be awarded for offensive fouls (i.e. player control, etc.). unless it is on or after the fifth team foul.
- Official may disqualify a player:
  - Guilty of excessive, flagrant or intentional fouling.
- Any player receiving two (2) technical fouls
  - WILL BE ejected from the game AND gym.
  - Two (2) point will be awarded to the opposing team-after a technical foul.
  - The offended team gets possession of the ball at the top of the key.