3x3 Basketball League Rules

- Sunday League
 - 2 Games each Sunday
 - Half-Court games
 - One ref and one scorekeeper
 - Teams must have reversible jerseys
 - If not having jerseys team will forfeit
 - 6 Week Season
 - 5 Weeks Regular Season 10 Games
 - 1 Weeks Playoffs
 - o 5 minute grace period before the team has to forfeit.

General Rules

- Coin Flip or Rock Paper Scissors determines who starts with ball
- 12 Minute Games or first to score 21 points
- Stop Clock last 30 seconds (Dead ball only)
- Scoring is 1's and 2's
- 1 timeout per team (clock stops)
- Max of 5 players to a team
- Rosters lock week 2
- Ball must be taken back to marked line after every change of possession
- Half Court is out of bounds
- Jump ball goes to defense everytime
- Every dead ball must be checked up top
- Ball is live once checked
- Out of bounds or foul results in a checkup
- Ball is live after made basket
- Scoring team cannot retrieve rebound on a made basket
- If the ball changes possession after a rebound or steal, it must be taken back behind the red volleyball line
- Substitutions can be made on a dead-ball
- Overtime is first team to score 2 points

Fouls

- Each player gets 4 fouls before foul out
- Shooting fouls result in free throws
- Only the free throw shooter will line up at the free throw line
- o All other players line up behind the 3 point line
- Make or miss ball will go to non-shooting team
 - Fouled inside the three point line will result in 1 free throw will be 1 point
 - Fouled outside the three point line will result in 1 free throw will be 2 points
 - "And 1" Fouls free throw shooter will get 1 shot for 1 point
- Team Fouls Bonus
 - 5-7 Team fouls result in 1 free throws =1 point
 - 8+ team foul results in 1 free throws = 2 points
 - Shooting team resumes possession of the ball after free throws
- Technical Fouls
 - 1st Tech 1 Free throws=2 points and possession of ball
 - 2nd tech 1 Free throws =2 points and possession of the ball Player needs to leave the facility/ suspended for the next week's games or longer
 - Suspension length is at Supervisor discretion