



# 3X3 BASKETBALL

DATE \_\_\_\_\_

GAME DURATION 8 MIN

FIRST TO 21 OR TOP SCORE AT THE END OF TIME

TEAM A		TEAM B	
PLAYER		PLAYER	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
11		11	
12		12	

GAME #								
TEAM A _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21
TEAM B _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21

<b>GAME #</b>								
<b>TEAM A</b> _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21
<b>TEAM B</b> _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21

<b>GAME #</b>								
<b>TEAM A</b> _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21
<b>TEAM B</b> _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21

<b>GAME #</b>								
<b>TEAM A</b> _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21
<b>TEAM B</b> _____						1	2	3
4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21

<b>1 .Court and Ball</b>	<p>1.1 Participants will size 5 Basketball.</p> <p>1.2 The court shall have an identified line to indicate clearing for possession change aka 3 point line or identified court line.</p> <p>1.3 The court shall have a regular basketball playing court sized zone, including a free throw line (this line should be identified at the start</p> <p>1.4 At grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space.</p>
<b>2. Team Roster</b>	<p>2.1 The players will be named on the scoresheet at the beginning of the game.</p> <p>2.2 Teams are capped at <b>12 players</b>.</p> <p>2.3 Schools can <b>register multiple teams</b>.</p> <p>2.4 A coach will decide on their own subbing system (fairplay)</p>
<b>3. Officials</b>	<p>3.1 Officials will be determined prior to start and be on court during play</p> <p>3.2 Officials are to support game play and basic rules</p> <p>3.3 Officials call personal fouls and rule clarification</p> <p>3.4 Official facilitate the official time for the game (8 min)</p> <p>3.5 The time will only stop in the event of player injury or at the 2 minute mark to administer player substitutions estimated 10 seconds</p>
<b>4. Time-out</b>	<p>4.1 There are <b>no timeouts</b> - an official may stop time to support player development when needed. An example would be an injury or technical foul leading to a conversation.</p>
<b>5. How to Start</b>	<p>5.1 Two players on the floor will do Rock, Paper, Scissors the winning team will start with the ball.</p> <p>5.2 “Checking” the ball before each play is a sign of sportsmanship and will be completed with a smooth bounce to the defending player and returned to the offensive player to <b>start every play</b>.</p> <p>5.3 The offensive team can dribble, shoot or pass after a “check ball”</p>
<b>6. Scoring &amp; Score keeping</b>	<p>6.1 All points will be worth 1</p> <p>6.2 A basket that is made after a foul will result in the offensive team keeping possession of the ball and resetting at the top of the key</p> <p>6.2 The substitution players will work together to tally scores as needed by marking an “x” over the point on the sheet and using a scoring system</p> <p>6.3 Players should vocalize the score after a “check” possession.</p> <p>6.4 First team to 21 points is the winner or leader at the end of time.</p> <p>6.5 The table official will assist if needed and can reset or change scores based on professional judgment.</p>
<b>7. Game Duration</b>	<p>7.1 8 minute games - subs are made at each 2 minute mark allowing players to have a break throughout the game.</p>

<b>8. Overtime and Game Scoring</b>	<p>8.1 Teams in a tie will be awarded 1 point each</p> <p>8.2 Teams will try to play as many games in the hour as possible. Officials will tally wins and ties to determine an overall winner at the end of the total time - game time will be one hour and arranged by each school. <b>Ex 4:30-5:30. Will be start unless otherwise communicated</b></p>
<b>9. Shot Clocks</b>	<p>9.1 No shot clock - Court supervisors encourage fast play with verbal warning</p> <p>9.2 Game time will be monitored by the game official.</p>
<b>10. Fouls</b>	<p>10.1 Shooting fouls will result in a stop in play and <b>continued possession of the ball starting at the top of the key.</b></p> <p>10.2 Floor fouls - grabbing, slapping, tripping will be a reset with the offending team moving to defense or continuing to be defense and the play being started at the top of the key.</p>
<b>11. Personal/Team Foul</b>	<p>11.1 Team fouls will not be counted.</p> <p>11.2 A player that is deliberately fouling may be asked to sit and exchange with the substitution player at the discretion of the official. This conversation would be a circumstance to stop time.</p>
<b>12. Possession</b>	<p>12.1 Following a jump ball, the defensive team will start a new play from the top of the playing area.</p> <p>12.2 Defensive teams get possession after a successful goal</p> <p>12.3 In all situations where a defensive team establishes ball control and scores the basket without clearing the ball, the basket shall be canceled as the team had not cleared the ball prior to the shot attempt. This shall include controlled taps and put-back baskets.</p> <p>12.4 Following a point, a player from a non-scoring team shall resume the game by checking the ball at the top of the key.</p>
<b>13. Technical Fouls</b>	<p>13.1 Inappropriate language or unsportsmanlike actions will result in a player suspension from the existing game. Players may return later to participate at another game at the discretion of the official and a school rep.</p>
<b>14. Violations</b>	<p>14.1 Double dribble, travel, carries and fouls will be called in a manner that keeps the game fun and fast. Remember they are just kids and the learning happens with the conversations and practice.</p>
<b>15. Coaching</b>	<p>15.1 Coaching/refing should be done in a positive manner and will address both teams.</p> <p>15.2 Coaches will call fouls and help facilitate learning opportunities.</p>
<b>16. Warm up</b>	<p>16.1 Teams will have 5 minutes at the beginning of the games to shoot/warm up simultaneously.</p>