

New Mexico Senior Olympics

Basketball 3-On-3 Rules

Revised 3-2017

Playing Format

1. 3-on-3 Basketball will be conducted in accordance with current NCAA rules, National Senior Games rules and New Mexico Senior Olympics Board of Directors rules except as noted below. For a complete copy of these rules please write or call
 - National Collegiate Athletic Association
700 W. Washington Street
PO Box 6222
Indianapolis, IN 46206-6222
(317) 917-6222
www.ncaa.org
 - National Senior Games Association
PO Box 82059
Baton Rouge, LA 70884-2059
(225) 766-6800
www.nsga.com
- a) Team Players/Coach eligible for team rosters for Nationals - All team player(s)/coach must be registered and have checked in at a qualifying team sport in order to be eligible for addition to a National roster. Documentation of player/coach registration must be provided by the State Coordinator to Nationals.
2. Tournament format will be determined based on the number of registered teams.
3. Team rosters shall be limited to 10 persons, including non-playing coaches, non-playing captains and non-playing bench personnel. Teams are no longer limited to the number of out-of-state players on their rosters. It is the captain's responsibility to declare team residency at time of registration.
4. Captains will be limited to 3 changes to their roster after schedules are posted and before teams first game of tournament as long as changes do not affect age division. Arbitration committee may be consulted concerning changes. NMSO recognizes a team member may have a valid medical emergency and will attempt to work with the team to identify a replacement. NMSO will require documentation and every situation will be reviewed individually with the tournament arbitration committee.
5. Game time is forfeit time.
6. Ties for seeding will be broken in the following manner:
 - a) Overall record
 - b) Head-to-Head competition
 - c) Point differential - A maximum of 13 points will be awarded towards point differential, regardless of final score. Forfeits shall be scored 7 – 0.
 - d) Coin Toss
7. **House Rules**

House Rules will vary according to Host and will be sent or provided to Team Captains prior to the Tournament.

 - a) There will be a mandatory Captain's meeting. If a captain is unable to attend, he/she should send a representative.
 - b) All athletes check in and sign in with Photo ID. **No Exceptions.**
 - c) Credentials must be worn during all play.
 - d) Tournament format will be determined by the number of registered teams.
 - e) Registered athletes do not have to play in pool play to participate in bracket play but must be listed on a roster, check in and sign in on-site.
 - f) Line-up cards must be presented to the opposing manage and scorekeeper 10 minutes prior to EACH game time. NMSO will provide line-up cards to all team Captains.
 - g) All Team Tournaments will adhere to the New Mexico Senior Olympics, Inc. official rulebook. This will include but is not limited to Code of Conduct, Protest, Appeal Process and scheduling procedures.
 - h) All game inquiries must be address by the Captain and presented to the Sport Coordinator prior to start of games.

Basketball 3-On-3 Rules (cont.)

Basketball 3 on 3 Playing Rules

1. Teams that forfeit ALL pool play rounds shall not be permitted to advance to bracket play, NO EXCEPTIONS.
2. Any game missed/forfeited during bracket play will be considered a loss.
3. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
4. The games shall be played on half court by two teams of three players each.
5. Rosters may include a maximum of seven substitute players.
6. Playing time shall be two halves of 15 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules. The clock also stops after a made basket during the last minute of the second half.
7. A tie score at the end of regulation time will result in a three-minute stop clock overtime period with ball possession determined by a coin flip. If the game is still tied, subsequent three-minute periods shall be played until the tie is broken. All individual and team fouls carry over into overtime.
8. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 60 seconds in duration. The clock will not run during time-outs.
9. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court.
 - a. Players MUST be beckoned onto the court by the referee. Entering the court without being beckoned will result in a warning from the official; all subsequent violations will result in a technical foul.
 - b. Both the offensive and defensive team may substitute after the first free throw or a two shot foul and after the second free throw of a three shot foul.
 - c. The defensive team can only substitute after a made basket or free throw (when it is the final free throw taken) if the offense is substituting at that time. Violating this rule will result in a warning from the official; all subsequent violations will result in a technical foul.
 - d. On all stoppage of play (i.e., violations such as traveling, double dribble, three seconds, or out of bounds, etc.) either team can substitute as long as they request to sub prior to the in-bounder having the ball in the throw-in area.
10. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
11. A 35 second shot clock will be in effect throughout the entire game. Violation of the 35 second shot clock rule will result in loss of possession.
 - a. When the offensive team rebounds a missed shot attempt, the ball must touch the rim for the clock to be reset. If the ball does not touch the rim, the 35 second clock will not be reset.
12. Deliberate stalling or attempts to freeze the ball shall result a technical foul and in loss of ball possession. A warning shall be given by an official prior to assessing the penalty. During the last two minutes of the ball games and during any overtime period, teams shall attempt a shot within approximately 20 seconds of gaining possession as determined by the referee. The attempted shot must strike the ring (rim). If not, the result is a loss of possession.
13. The game shall be played using the three-point line as the “check line.” The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a. After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key (“throw-in area”). The ball must be advanced into play by means of a pass to a teammate. Violation of the throw-in area by the offense results in a loss of possession.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The ball does not have to pass behind the 3-point line; only the player’s feet.

Basketball 3-On-3 Rules (cont.)

- c) The penalty for attempting a shot before returning the ball successfully behind the check line shall be loss of possession.
 - d) The player who returns the ball behind the line may maintain possession and attempt to score.
14. Following a made basket or dead ball, the ball shall be put in play within five seconds from the time the ball is in the “throw-in area”, regardless of whether or not the inbounder has taken possession of the ball. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrows. Dribbling will result in a replay.
15. Player restrictions when inbounding the ball:
- a) The in-bounder must be within 3 feet of the three-point line and must stay within the free throw lane extension area (12 feet wide), an area referred to as the “throw-in area”.
 - b) The defense may defend anywhere on the court, however no player (offensive or defensive) may enter the “throw-in area”, which is considered out-of-bounds.
 - c) The in-bounder may not hand-off the ball to a teammate.
 - d) The in-bounder’s teammates may not enter the three-second lane to receive a pass or set a screen until the inbounding teammate actually takes possession of the ball at the throw-in area; they may cross and exit the lane to reposition themselves prior to the inbound pass.
 - e) The 3 second lane count and the 5 second closely guarded count should not begin until the defensive team (now the new offensive team) takes the ball behind the three-point arc.
 - f) Violations of the throw-in area by the offense result in a loss of possession.
 - g) Violations of the throw-in area by the defense result in a warning followed by a technical foul (2 shots).
16. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.
17. All personal and technical fouls shall be counted against a team total. On the seventh team foul, a bonus shall be awarded for the remainder of the game. Team fouls carry over into the second half and overtime periods. Penalties for fouls shall be as set forth below.
18. Prior to the seventh team foul:
- a) any common foul shall result in loss of possession for the offending team;
 - b) any player control foul shall result in disallowing a converted basket and loss of possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.

If a shooting foul occurs during the running time part of the game:

All players will remain behind the arc and the offense will re-gain possession of the ball, even if the clock goes to the two-minute mark. At that time, the clock will stop until the ball is put in play again from the throw-in area.

All the players behind the arc may cross the arc once the shooter releases the ball. The shooter may cross the free throw line after the ball strikes the rim, flange or backboard or retrieve the ball upon completion of the last free throw.

During the stopped time portion of the game:

The free-throw shooter shall not break the vertical plane of the free-throw line with either foot until the ball strikes the ring, flange or backboard or until the free throw ends.

No player shall enter or leave a marked lane space or contact any part of the court outside the marked lane space until the free-thrower has released the ball.

Basketball 3-On-3 Rules (cont.)

19. Beginning with the seventh team foul:
 - a) any common foul shall result in a single free throw and the offended team shall retain possession;
 - b) any player control foul shall result in disallowing a converted basket and in a single free throw which, if made, shall entitle the shooter to a second free throw, and the offended team shall retain possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.
20. Beginning with the 10th team foul:
 - a) any common foul shall result in two free throws, and the offended team shall retain possession;
 - b) any player control foul shall result in disallowing a converted basket and in two free throws, and the offended team shall retain possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
21. During the last two minutes of each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).
 - a) During live rebounding, all players on both teams are allowed to line up along the free throw lane when the free throws are shot.
 - b) If the shooter makes the last awarded free throw, the opposing team will inbound the ball.
22. Jewelry will not be allowed. If jewelry cannot be removed, then it must be taped.
22. **Uniform:** Team clothing must be of like design and color. The numbers must be permanently attached, must be 4" on the front and 6" high on the back in the center of uniform shirts/jerseys. No players on the same team may wear identical numbers. Sponsors may be added to jersey but cannot interfere with number placement. Uniforms shall be free of inappropriate symbols or wording. **Player(s) will not be allowed to play until the uniform is corrected.**
24. Three point shots are allowed.
25. Officials do not put the ball in play, except at the start of each half. The three-point line distance for both men and women will be 19 feet, 9 inches. Officials do not put the ball in play, except at the start of each half. The referee will handle the rebound of the first free throw (first and second free throws if three shots are being taken) and then will not handle the ball after the last free throw.