

## **RBL: 3v3 Basketball Rules**

### Throw in /Starting

- Home team gets the ball first.
- The ball must be thrown (not dribbled) in from the top of the 3-point line.

### Games

- The first team to score 15 points wins – if it happens prior to the end of the game.
- 30-minute games (two 15-minute halves).
  - 1-minute half time
- Ball changes possession after each scored basket.

### Scoring

- Every basket made inside the 3-point line is 1-point.
- Every basket made behind the 3-point line is 2 points.
- Every basket made on a free throw is 1 point.

### Fouls

- If a player is fouled during the play and a basket is scored, that player gets 1 foul shot with no players in the lanes.
  - If the shot is made or not made, a change of possession will happen.
- If a player is fouled during the play and a basket is NOT scored, that player gets 1 foul shot with no players in the lanes.
  - If the shot is made or not made, a change of possession will happen.
- Every 5<sup>th</sup> non-shooting foul per half, the offended team will shoot one free throw.
  - On either make or miss, a change of possession occurs.

### Substitutions

- Will be made every 5 minutes in each quarter.
- Substitutions can be made prior to the 5-minutes is a player is hurt or asks to be removed from the game.

### Defense

- Defense must be played from the 3-point line and below (except for 8<sup>th</sup>/9<sup>th</sup> grade).

### Overtime

- 1-minute overtime. A coin flip will determine who gets 1<sup>st</sup> possession.
- If a 2<sup>nd</sup> overtime is needed and the score is still tied, then the score will be recorded as a tie.

### Taking it back

- When in play, the ball must be “taken back” on each change of possession.
- “Taking it back” means BOTH feet must be behind the 3-point arc.
- Failure to “take it back” is a violation.
- Each individual violation: Change of possession.
- On change of possession, it is a “free clear.”

### Forfeits

- If a team does not have 3 players, the game can be played 2v2.
- Teams will forfeit if only 1 player is present to play.

### Stalling

- No stalling is allowed
- 12 seconds to get shot off
  - After 12 seconds, defense gets the ball

### Jump Balls

- All jump balls become the possession of the defensive team.

### Throw In/Resuming Play

- The ball must be checked after every out of bounds or opposite team score.
- The ball must be thrown in (not dribbled) in from the check box at the rear of the court.

### Out of Bounds/Resuming Play

- The ball must be checked every out of bounds.