

# WALLAN BASKETBALL

## 3 X 3 RULES



<b>Court</b>	Half Court The 3-point line will be referred to as the two-point line or arc
<b>Team</b>	Four players - 3 + 1 substitute
<b>Officials</b>	1 referee per game, 1 scorer from each team
<b>Game Duration &amp; score limit</b>	1 x 12 minutes playing time, clock doesn't stop at all If a team reaches 21 points, they win/game over, regardless of clock
<b>Overtime</b>	After a 1-minute break, first team to score 2 points wins
<b>Time-Outs</b>	No timeouts allowed in this event
<b>Substitutions</b>	Available during dead ball, prior to check ball or free throws Substitute must enter from the end line – no action required by referee
<b>Scoring</b>	1 point for free throws, 1 point for baskets inside the arc, 2 points for baskets outside the arc
<b>Shot clock</b>	No shot clock in place Referee to warn teams for stalling (not attacking to score) and violation (change of possession) will be called for continued negative play
<b>Initial Possession (start of game/OT)</b>	Rock, Paper, Scissors
<b>Commencing play or resuming following a dead ball situation</b>	"Check ball" (offensive player to pass the ball to their opponent, who then returns it to them; the ball is then live)
<b>Possession following a defensive rebound or steal</b>	Ball to be passed or dribbled behind the arc (both feet behind arc) before attacking to score
<b>Possession following a successful basket</b>	Other team receives the ball from under the basket in no-charge semicircle Ball to be dribbled or passed to a player behind the arc before attacking to score Defensive team is not allowed to make a play for the ball whilst it is still inside the no-charge semi-circle
<b>Possession following a jump ball situation</b>	Defensive team receives the ball, check ball at the top of the key behind the arc
<b>Individual foul limits</b>	These do not apply
<b>Offensive fouls</b>	Defensive team receives the ball, check ball at the top of the key behind the arc
<b>Penalty for team fouls 1-6</b>	Non-shooting fouls: check ball at the top of the key behind the arc Shooting fouls: 1 free throw for fouls inside the arc or 2 free throws for fouls outside the arc "And 1" situations: 1 free throw
<b>Penalty for team fouls 7, 8 &amp; 9</b>	2 free throws
<b>Penalty for team fouls 10 or more</b>	2 free throws and possession of the ball
<b>Penalty for technical foul</b>	1 free throw and possession of the ball Players are not disqualified for a second technical foul or for a combination of a technical foul and unsportsmanlike foul One team foul is added to the team's total
<b>Penalty for unsportsmanlike /disqualifying foul</b>	2 free throws and possession of the ball Players are disqualified for a second unsportsmanlike foul One team foul is added to the team's total
<b>Status of the ball</b>	The ball is considered 'behind the arc' when the offensive players in possession of the ball has both feet behind the arc
<b>Coaching</b>	No coaching is permitted during the game First time - warning will be given. Second time - technical foul