



SALT LAKE CITY SUMMER LEAGUE 3V3 TOURNAMENT RULES

The following rules have been designed to ensure fair play for all participants. All players and coaches are expected to understand these rules prior to participating in the 3v3 competition.

ROSTER SIZE

3-5 players (three starters plus two substitutes if desired).

TIMEOUTS

Each team is allowed two 30-second timeouts per game. The game clock does not stop during timeouts. Timeouts are NOT permitted in the last three minutes of the game.

INITIAL POSSESSION

Coin flip or rock-paper-scissors (winning the coin flip or rock-paper-scissors allows a team to either start the game with the ball or decline in order to get the ball first in a potential overtime).

GAME DURATION & SCORING LIMITS

20-minute games with a running clock or first team to score 21 points.

OVERTIME

The first team to score two points wins.

SCORING

Baskets made from inside the arc count as one point. Baskets made from behind the arc count as two points.

SUBSTITUTIONS

Substitutions can occur in dead-ball situations prior to the ball being checked. Players must enter the game at the top of the court.

STARTING POSSESSIONS

To start the game and after any dead ball that requires checking the ball at the top, the ball must be passed in (not dribbled in) from the check box at the rear of the court.

First violation: warning from the referee.

Each additional violation: change of possession.

SHOT CLOCK

No shot clock, though no stalling is allowed. The referee may institute a 30-second clock at any time. After a team

has been warned about stalling, failure to hit the rim on the offensive possession within 30 seconds will result in loss of possession. The referee will count down the final five seconds.

FREE THROWS

One free throw if fouled while shooting.

Two free throws if fouled while shooting behind the arc.

One free throw if fouled while shooting and the shooter makes the shot.

Free throws count as one point.

Following a made free throw, the opposing team will check the ball at the top. If the free throw is missed, the ball is live and the offensive team can rebound and play, or the defensive team can rebound and clear.

JUMP BALL

All jump balls become possession of the defensive team.

PENALTY FOR TEAM FOULS

Fouls 7-9 result in two free throws.

PENALTY FOR TEAM FOULS 10+

Fouls 10+ result in two free throws and possession of the ball.

POSSESSION FOLLOWING A MADE SHOT

Check ball exchange behind the arc (at the top).

POSSESSION FOLLOWING A DEAD BALL

Check ball exchange behind the arc (at the top).

POSSESSION FOLLOWING A DEFENSIVE REBOUND OR STEAL

Ball to be dribbled/passed behind the arc.

BASKETBALLS

Teams are required to provide the game ball. Both teams must agree upon the ball before each game.