

HELENA FAMILY YMCA

3-ON-3 BASKETBALL RULES

1. Games are played for 30 minutes or to 21 points, whichever occurs first.
2. Substitutions can be made on any dead ball.
3. The ball will be checked in at the top of the key after each made basket and out-of-bounds situation. Players must pass the ball off the check – no shooting or dribbling. **The defense may not extend beyond the FT line and FT line extended off the check.** This is designed to help teams make a pass off the check.
4. The ball must be taken behind the FT line extended on each change of possession. This includes air balls and steals.
5. If a team loses possession of the ball across the half-court line, it results in a turnover to the other team.
6. There is no 3-second violation.
7. On a shooting foul the player will shoot 2 shots, with the 2nd shot played live. If a player gets fouled and makes the basket, the player will shoot 1 shot which will be played live.
8. There are unlimited personal fouls. On the 5th team foul, teams will shoot 1-and-1.
9. In the event of a tie, there will be a 2-minute overtime period. If the game is still tied, there will be a "sudden victory" period.
10. Each team is given one 30-second timeout per game and one 30-second time out for each overtime period.
11. The clock will stop only on timeouts and injuries. During the final minute, the clock will stop on all whistles and made baskets (after a made basket the clock will not start until the ball is passed in off the ensuing check).
12. The opening possession will be determined by a coin flip. Alternate possession will be used for all jump ball situations.
13. In the event of a tie within bracket play, the first criterion is head-to-head match-ups, followed by point differential (points scored minus points allowed).
14. Fans are not allowed to stand underneath the basket – they must remain on the sidelines.
15. Fun, sportsmanship, and friendly competition are the focus of this event. Unsportsmanlike behavior from players, coaches, and spectators will not be tolerated. Any individual exhibiting this type of behavior may be removed from the event.