

Campus League 3v3 Basketball Rules

1. Teams

Each team shall consist of 4 players (3 players on the court and 1 substitute).

2. Game Officials

The game shall consist of 1 referee.

3. Beginning of the Game

- Both teams shall warm-up simultaneously for 10 minutes prior to the game.
- A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- The game must start with three players on the court.

4. Scoring

- Every successful shot inside the arc shall be awarded 1 point.
- Every successful shot behind the arc shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

5. Playing Time/Winner of a Game

- The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- If the score is tied at the end of playing time, an extra period of time will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

6. Fouls/Free Throws

- A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls.
- Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 6.2 and 6.3.
- Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

7. How the Ball is Played

Following each successful field goal or last free throw:

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

Following each unsuccessful field goal or last free throw:

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

- Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.
- In the event of a jump ball situation, the defensive team shall be awarded the ball.

8. Stalling

- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- If the team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

9. Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions require no action from the referees.

10. Time-Outs

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

11. Disqualification

A player committing two unsportsmanlike fouls will be disqualified from the game by the referee.