

Gopher State 3v3 Basketball League

Rules and Regulations

General Information:

1. Game length is 20 minutes.
2. There will be no time-outs.
3. It is a players-only league with no coaches.

Pre-Game:

1. Each team may consist of a maximum of six players all wearing like colored jerseys. Recommended team size is 3-5.
2. A team may have only three players on the court at a time.
3. All games must start with at least three players on each team but may complete the game with 1-3 players.
4. The team that starts with the ball will be determined by a coin flip, free throws or 3-point shots or pick a number; teams and officials will agree on which method to use.
5. The games will be officiated by an official. It is recommended when checking the ball after a made basket, teams say the score.

Scoring:

1. One point per basket made inside the arc, two points for baskets made beyond the arc.
2. Games are played for 20 minutes. The team ahead after 20 minutes wins.

Ties:

If the game is tied after 20 minutes, a sudden death free throw shootout will break the tie. Each team receives equal opportunities to shoot free throws until one team makes it and the other misses. New shooter each time.



Live Ball/Dead Ball/Possession:

1. The ball will change possession after a scored basket.
2. All jump balls will go to the defense.
3. The ball must be checked at the top of the arc with the offensive player behind the arc and the defensive player inside the arc.
4. The ball and one foot must be behind the arc to change possession. Possession must be changed after a defensive rebound (rim or not) or a steal. If not taken behind the arc, any points scored are void and other team gains possession.

Fouls:

1. Officials will be calling fouls.
2. Only team fouls are counted, not individual.
3. For shooting fouls inside the arc, the offended team will shoot 1 free throw. Ball will be live after the free throw. The defending team will need to take the ball back beyond the 3-point line to gain possession.
4. For shooting fouls outside the arc, the offended team will shoot 2 free throws. The ball will be live after the 2nd free throw. The defending team will need to take the ball back beyond the 3-point line to gain possession.
5. For shooting fouls where the basket is made, the offended team will shoot one free throw.
6. Starting with the 7th team foul, the offended team will shoot one free throw for all non-shooting fouls.

Substitutions:

1. Substitutions may be made after a made basket, a foul, violation, or after the ball goes out of bounds.
2. An unlimited number of substitutions are allowed.

