3X3 MIDCOURT BASKETBALL RULES

General Rules:

- The games will consist of four 10-minute quarters, running clock, with a stopping clock *the last minute of the first half*; and the last three (3) minutes of the game only if a difference of score is equal to or less than ten (10) points.

- If the score is tied at the end of the game, overtime will start with a jump ball; and the winner will be the first team to seven (7) points.

- Each team has two time-outs per half. Any remaining second half time-outs may be used in overtime.

- Scorebook score is the official score.

- A team must have three (3) players to start the game. One non-team substitute, approved by the opposing team, may be used to achieve a maximum of three players. Subs from the official Sub List will be given first priority, League players second priority. *It is the players responsibility to find a sub if they can not play.*

- **Following a defensive rebound or turnover the ball must be dribbled across the midcourt line**. The first violation will result in the ball being brought back and put into play under the opposing team's basket; thereafter it will be considered a turnover.

- If a team has no more substitutes and a player receives a fifth foul, if approved by the opposing team, that player may be allowed to stay in the game. Each subsequent foul by that player will result in two free-throws and the opposing team will also receive possession of the ball.

- On team fouls seven (7) to ten (10), the one plus one [1 + 1] bonus is in effect. After ten (10) fouls, the fouled player will shoot two (2) free-throws.

- The referee does *not* have to touch the ball after a made basket or free throw.

- Substitutions are to be made on a dead ball only. Players must check with the scorekeeper before entering the game.

- In general, collegiate rules apply except where noted otherwise.

Technical Fouls:

- Only a team captain may talk with the officials. Violation will result in a team technical foul.

- A technical foul is equivalent to a personal foul. A player assessed with two (2) personal technical fouls in the same game will be immediately ejected from the game *and* the next game.

- On a personal technical foul, the opposing team shoots two (2) penalty free-throws and receives possession of the ball.

- Any player assessed with three (3) separate personal technical fouls during league play will be immediately ejected for the remainder of the league.

- A flagrant foul is one with intent to injure and is equivalent to two technical fouls (i.e. immediate ejection). The opposing team shoots two penalty free-throws and receives possession of the ball.

- Fighting will result in ejection from the game and the league, and is grounds for membership review and possible membership termination.

- A team technical foul will be assessed for rules violation; e.g., excessive players on the floor. The opposing team shoots two (2) penalty free-throws, and possession remains the same.

- A conduct technical will be assessed for swearing or use of obscenities and counts as a personal, but not a technical foul (i.e., no game ejection). The opposing team shoots two (2) penalty free-throws, and possession remains the same.