



3v3 Shoot 360 RULES AND REGULATIONS

KEEP IT CLEAN AND RESPECTFUL. REMEMBER, THE KIDS OF OUR COMMUNITY ARE WATCHING YOU! INAPPROPRIATE AND DISRESPECTFUL BEHAVIOR WILL NOT BE TOLERATED AT SHOOT 360!

Number of Players

Each team may consist of a maximum of 5 players and a minimum of 3 players. A team may have only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal, even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. As always, the Ref's retain the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

Stealing the Ball

Players in all age categories may steal the ball. After it is stolen a player must either go to the three-point line to clear it and have both feet behind the three-point line. Or the player can pass it to a teammate who is already standing behind the three-point line, with both feet behind the line. If a player fails to clear it or get both feet behind the line, it's the other team's ball and will be inbounded back up top.

Fouls

All fouls will come with free throws. Fouls that occur on a shot that is missed inside the 2pt line, the person fouled will receive one free throw. Fouls that occur on a shot inside the 2pt line that is scored, player fouled will receive the points scored plus one free throw. A foul that occurs on the shot behind the 2pt line that is missed will receive 2 free throws. A foul that occurs on the shot behind the 2pt line that is made, player receives 2pts +1 free throw. Any common foul not on a shot will result in one free throw.

Other fouls may include...

a. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the 3v3. The court

monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in the offended team receiving 1pt and possession of the ball.

b. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the ref's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the ref's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in the offended team receiving 1pt and possession of the ball.

c. Flagrant Fouls

A flagrant foul may be of a violent or savage nature, or an act that displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner that could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, savage, or abusive. A flagrant foul results in one point for the offended team and possession of the ball, which is taken out at the backcourt line.

A player cannot call technical, intentional, and flagrant fouls. A court monitor or referee will make this call. Their decision is final.

A player who makes or misses a basket and is fouled by an opponent, who receives a technical, flagrant, or intentional foul for the infraction, will receive the point(s) for the made basket, an automatic one-point for the infraction, and the team keeps possession of the ball.

Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team. If stalling is determined to have occurred, the referee/court monitor will give a warning for the first offense and then assess a technical foul for the 2nd and subsequent offenses. (See Technical Fouls a.)

Which Team Receives the Ball First?

A coin toss prior to each game and overtime will determine which team gets the ball out-of-bounds first. Referee will conduct the coin toss. Referee will assign "heads and tails".

Keeping Score

All made baskets from inside the 2-point arc count for 1-point and made baskets from outside the 2-point arc count for two points. Games are played until the first team reaches 21 or the team that has the most points after the 20mins are up. THERE IS NO WIN BY TWO RULE.

Length of Game - ALL DIVISIONS

The target score to attain is 21 points inside 20 minutes of game play. However, if neither team has 21 points at the end of regulation (20 min), the team leading is declared the winner. THERE IS NO WIN BY TWO RULE.

If there is a tie after the 20min duration of the game, it will then go to Overtime. At that point, the first team to score two points is declared the winner.

In overtime a coin toss is used to determine who receives the ball first.

Checked Ball

The ball must be "checked" by an opposing player before it is put into play. The ball must be passed to begin play. The recipient of the pass cannot stand out of bounds, the recipient must be inbounds.

Change of Possession

The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.

Taking it Back

The ball will be "taken back" on each change of possession, regardless of whether a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. "Taking it back" means bringing your whole body - both feet and the ball - behind the 2pt line. One warning will be assessed if a team fails to do so. On the 2nd infraction, a change of possession will occur.

Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the top of the key.

Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom, and sides, shall be considered in-bounds.

Jump Ball

In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.

Substitutions

Substitutions may be made during a time-out or a "dead ball" situation. A dead ball situation is if the ball goes out of bounds, free throw attempt or a basket was scored.

Time-Out

Each team is allowed a single one-minute time-out per game. CLOCK DOES NOT STOP ON TIME OUTS.

Player Injury

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to reentering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, Shoot 360 may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the game. Should a team need to replace any injured player, they can initiate the "buy-in" process. Coordinate with Shannon to make sure the player is eligible.

Game Times

All printed schedules are effective through only the first game for all teams. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. The game clock will run at the scheduled time of the game. Every team will be given a 5min warm up and there will be a 5min break in between the second game.

The Fine Print

Designated Ref's have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Shoot 360 refs also reserve the right to disqualify any player and/or team for infractions of 3v3 policies, including the following:

Use of Illegal Players

The players listed on the team during registration as accepted by Shoot 360 are the only ones eligible for play on that team. New player must be approved 24 hours prior to the start of the game. Under no circumstances will roster substitutions be allowed after the game begins. Any team using a player not properly registered will be disqualified from the game.