

# St. Louis Senior Olympics

## 3 on 3 Basketball Rules

### GENERAL RULES

1. Team roster shall be limited to 9 players.
2. Athletes may participate on only one basketball team.
3. The tournament will be conducted in accordance with NCAA rules, with amendments.
4. It will be the team captain's responsibility to notify their team of all rules and amendments.
5. Teams must all be the same sex.

### SPORTS RULES

1. Played on half court by two teams of three players each. Teams must have three players on the floor to start a game. Teams may continue/finish a game with a minimum of two players on the floor.
2. Playing time shall be two halves of 12 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
3. A tie score at the end of regulation time will result in a one minute running clock overtime period with ball possession determined by a coin flip. If still tied, subsequent one minute periods shall be played until tie is broken. Alternate possession will continue.
4. Two time-outs permitted per team per half. One additional time-out for overtime, regardless of the number of overtimes. Time-outs to be 30 seconds in duration. The clock will not run during time-outs.
5. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court.
6. To begin the game, the winner of the coin toss shall take the first ball possession. There will be alternate possessions from that point in all jump ball situations. Ball possession changes hands after each basket unless a foul is called.
7. The officials only put the ball in play at the start of each half & overtime.
8. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. A warning shall be given by official prior to enactment. During the last two minutes of the game and overtime periods, teams must attempt a shot within approximately 20 seconds of gaining possession as determined by the referee.
9. The "check line" shall be the three-point line. The ball must be returned to a point behind the check line after each change of possession as follows:
  - a. after a made basket and dead ball situations, the ball must be placed in play from the top of the key. The ball must be advanced into play by a pass to a teammate. The teammate receiving the pass may be in front or behind the check line. Defenders may not cross the check line to guard the player throwing the ball in until after that player has made the first pass.
  - b. after a turnover or defensive rebound, the ball must be returned to any point behind the check line. The player returning the ball behind the check line must be in possession of the ball with both feet behind the line. The penalty for not taking the ball back properly on change of possession shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.

10. The ball must be put in play within five seconds following a made basket or dead ball. If not put in play it will be a violation and possession awarded to the defense with no change in the possession arrow. Dribbling will result in a replay.
11. All personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game.
12. For the first six team fouls:
  - a. any common foul shall result in possession to the offended team;
  - b. any offensive foul shall result in disallowing a converted basket and loss of possession;
  - c. any shooting foul with a missed basket shall result in two free throws (except for a three point attempt which will be three free throws) along with retained possession;
  - d. any shooting foul with a converted basket shall result in the basket counting and one free throw and retained possession.
13. For team fouls seven through nine:
  - a. any common foul shall result in one free throw along with possession to the offended team;
  - b. any offensive foul shall result in disallowing a converted basket and loss of possession and one free throw to the offended team, which if made entitles the shooter to a second free throw;
  - c. any shooting foul with a missed basket shall result in a two free throws (except for a three point attempt which will be three free throws) along with retained possession;
  - d. any shooting foul with a converted basket shall result in the basket counting along with one free throw and retained possession.
14. For team fouls ten and more:
  - a. any common foul shall result in two free throws along with possession to the offended team;
  - b. any offensive foul shall result in disallowing a converted basket and loss of possession and two free throws to the offended team;
  - c. any shooting foul with a missed basket shall result in two free throws (except for a three point attempt which will be three free throws) along with retained possession;
  - d. any shooting foul with a converted basket shall result in the basket counting along with one free throw and retained possession.
15. During the last the last two minutes of each half, and any overtime periods, automatic ball possession after foul shots does not apply; live rebounding will be in effect.
16. A player charged with five fouls is out of the game. Also, a player may be ejected by the official for cause.
17. The officials shall penalize any player, substitute or coach for unsportsmanlike conduct by immediate ejection and banishment from the area.
18. Format of the tournament shall be determined by the Event Director and explained at a mandatory meeting of the captains prior to competition.
19. NCAA rules shall prevail except for the above changes.
20. In the event that three women's teams enter, tournament play will be structured accordingly.

The same rules apply for men or women.