



3 on 3 Game Rules

This event is designed for all ages. Teaming Up for Kids wants all participating youth and adults to have a positive, fun experience while also interacting with law enforcement and generating funds for college scholarships. In order for this to happen, we ask that parents and coaches play a spectators role only.

Inappropriate language or behavior directed at players or officials will not be tolerated. Only one warning will be given. If the incident reoccurs, the adult involved will be asked to leave. Please help make this a positive event.

1. Winners – 15 points, win by 2 points up to a maximum of 20 points (examples: 15-13, 18-16, 20-19).
2. All games will have a 25 minute time limit. The team winning at the end of the time limit wins the game. If the game is tied at the time limit, the official will flip a coin to choose the team with possession. The first team to score will win the game.
3. A field goal is worth 1 point.
4. A field goal outside the three point line is worth 2 points.
5. The official will flip a coin to determine possession for the start of the game.
6. Must clear every exchange of possession outside 3 point line.
7. Must pass ball in from designated area top of the key.
8. Shooting fouls result in 1 free throw. Regardless if the free throw is made or missed, defense gets the ball at the top of the key area..
9. Non-shooting fouls result in possession of the ball by the fouled. Take out designated top of the key area.
10. 10 team fouls result in 1 free throw on non-shooting foul.
11. Game rules same as high school i.e.: traveling, double dribble, etc. result in change of possession.
12. Player substitution only allowed during a dead ball time.
13. The ball must be “checked” by the defense before being put into play. When taking the ball out-of-bounds, a player must put the ball in play within 10 seconds.
14. One timeout allowed per game per team. Clock will stop for 1 minute. There will be NO timeout allowed at last 3 minute of the game.
15. Jump balls given to defense. Take ball out designated area top of the key.
16. Any technical foul issued results in 1 free throw by opposing team and possession of the ball. . A player or coach receiving 2 technical fouls are ejected from the game. Fighting or throwing a punch is an immediate technical foul ejection. A person receiving three technical fouls over multiple games will be asked to leave the premises.
17. 4 players allowed on the roster. Roster to be turned in at check-in before first game. Only accepted roster players can play.