



3XCup

RULES SHEET

| | |
|--|--|
| <i>Court</i> | Half Court The 3-point line will be referred to as the two-point line or arc |
| <i>Team</i> | Four players maximum - 3 + 1 substitute |
| <i>Officials</i> | 1 referee per game, 1 scorer from each team |
| <i>Game Duration & score limit</i> | 1 x 12 minutes playing time, clock doesn't stop If a team reaches 21 points, they win/game over, regardless of how much time is left on the clock |
| <i>Overtime</i> | After a 1-minute break, first team to score 2 points wins |
| <i>Time-Outs</i> | 1 x 30 sec time-out per team but no time-out can encroach on the last minute of the game Can only be called at dead ball situations but not after a made basket |
| <i>Substitutions</i> | In dead ball situations, just come on/off prior to the check ball |
| <i>Scoring</i> | 1 point for free throws, 1 point for baskets inside the arc, 2 points for baskets outside the arc |
| <i>Shot clock</i> | No shot clock in place Referee to warn teams for stalling (not attacking to score) and violation (change of possession) will be called for continued negative play |
| <i>Initial Possession (start of game & OT)</i> | Rock, Paper, Scissors |
| <i>Commencing play or resuming following a dead ball situation</i> | "Check ball" (offensive player to pass the ball to their opponent, who then returns it to them; the ball is then live) |
| <i>Possession following a defensive rebound or steal</i> | Ball to be passed or dribbled behind the arc (both feet behind arc) before attacking to score |
| <i>Possession following a successful basket</i> | Other team receives the ball from under the basket in no-charge semi-circle Ball to be dribbled or passed to a player behind the arc before attacking to score Defensive team is not allowed to make a play for the ball whilst it is still inside the no-charge semi-circle |
| <i>Possession following a jump ball situation</i> | Defensive team receives the ball, check ball at the top of the key behind the arc |
| <i>Individual foul limits</i> | These do not apply |
| <i>Offensive fouls</i> | Defensive team receives the ball, check ball at the top of the key behind the arc |
| <i>Penalty for team fouls 1-6</i> | Non-shooting fouls: check ball at the top of the key behind the arc Shooting fouls: 1 free throw for fouls inside the arc or 2 free throws for fouls outside the arc "And 1" situations: 1 free throw |
| <i>Penalty for all team fouls 7, 8 and 9</i> | 2 free throws |
| <i>Penalty for all team fouls 10+ Penalty for technical foul</i> | 2 free throws and possession of the ball 1 free throw and possession of the ball Players are not disqualified for a second technical foul or for a combination of a technical foul and unsportsmanlike foul One team foul is added to the team's total |
| <i>Penalty for unsportsmanlike/disqualifying foul</i> | 2 free throws and possession of the ball Players are disqualified for a second unsportsmanlike foul One team foul is added to the team's total |
| <i>Status of the ball</i> | The ball is considered 'behind the arc' when the offensive players in possession of the ball has both feet behind the arc |
| <i>Coaching</i> | No coaching is permitted during the game First time a warning will be given Second instance will be a technical foul |