

FARMINGTON CITY 3 ON 3 FESTIVAL DAYS RULES

INITIAL POSSESSION

One team will shoot a 3 point shot for ball. If they make it they will start with the ball, if missed the other team will start with the ball.

GAME DURATION

Games will be between 10-20 minutes with a running clock or the first team to 21 points win by 2 points. Game officials will decide on game time. If a game is tied when time has expired teams will continue to play until a team wins by 2 points. A 3-point shot will be shot for ball.

SCORING

Baskets made are one point if made inside the arc and two points if behind the arc. The ball changes possession after each scored basket. No make it take it.

STARTING POSSESSIONS

When the game is started and after any dead ball the ball needs to be checked in at the top of the 3-point line by the team on defense. **The ball needs be passed in by the team on offense, not dribbled in.**

SUBSTITUTIONS

Players can sub in on any dead-ball situations before the ball has been checked in.

STALLING

No stalling is allowed. The lead organizer may institute a 30 second shot clock at any time. If a team has been warned and fails to shoot a shot within 30 seconds it will result in loss of possession.

JUMP BALL

All jump balls become the possession of the defensive team.

FOULS

Can be called by a player on offense or defense.

FREE THROWS

One free throw is awarded if fouled while shooting.

Two free throws are awarded if fouled while shooting behind the arc.

One free throw is awarded if fouled while shooting and the basket is make.

All free throws made are 1 point.

Following a free throw that is made, the opposing team will check the ball in from the top of the arc. If a free throw is missed then the ball is live and if rebounded by the defense needs to be cleared behind the arc.

POSSESSION FOLLOWING A SCORE

Check the ball in at the top behind the arc.

POSSESSION FOLLOWING A STEAL OR A DEFENSIVE REBOUND

The ball needs to be passed/dribbled anywhere behind the 3-point arc.

TIMEOUTS

Each team is allowed one 30 second time out during a game. The clock will not stop during a timeout. Timeouts are not allowed during the final 3 minutes of a game.

BASKETBALLS

Teams can use a Farmington City basketball or one of their own. Teams need to agree on a ball before the start of the game.

ROSTER

Teams should designate a team captain who represent his/her team as the spokesperson.

Each team needs to play with at least 2 players to start a game. Each team has 5 minutes from when the game begins to have enough for a team or the game is considered a forfeit.

REPORT GAME SCORES/CHECK FOR NEXT GAME

The winning team is responsible for reporting the game score to the official scorekeeper immediately following their game at the score table. Both teams are responsible to check and see when their next game will be played.