



Juneteenth 3on3 Rules & Regulations - 2021

Section 1 Court and ball

The game is played on a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep, with regular basketball court markings, including a 19-foot free throw line and a 22-foot 2-point line. Half of a traditional basketball court may be used. (Juneteenth courts may vary slightly)

Ball Sizes:

Adult Male – 29.5”

Adult Female and Youth – 28.5”

Section. 2 Teams

Each team shall consist of 3-4 players (3 players on the court and 1 substitute).

Section. 3 Game officials

All games, except for finals, shall be self-officiated. Any conflicts on calls will be deferred to the tournament director or a designee of the director. The tournament official's decision is final.

The finals shall be officiated by 1-2 referees.

Section. 4 Beginning of the game

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3. The game must start with three players on the court. Any exceptions must be approved by the tournament director.

Section. 5 Scoring

5.1. Every shot inside the arc shall be awarded one 1 point.

5.2. Every shot behind the arc shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point.

Section. 6 Playing time/Winner of a game

6.1. The regular playing time shall be as follows: one period of 20 minutes playing time (running clock).

6.2. However, the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked as 0-0.

6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in any case.

Section. 7 Fouls/Free throws

7.1. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.2. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.3. Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court. 7.3 applies to games officiated or when a foul is deemed unsportsmanlike or a technical foul by the tournament director or designee.

Section. 8 How the ball is played

8.1. Following each successful field goal or last free throw (ex: section 7.3):

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The non-scoring team must “take the ball back” behind the 2-pt arc.
- There is no “check”. Play is continuous.

8.2. Following each unsuccessful field goal or last free throw (ex: section 7.3):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court (aka “check”).

8.4. A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.

8.5. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

Section. 9 Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

- Pace of play should mimic a shot clock of 12 seconds.
- As no shot clock exists, this is subjective. Any issues with pace will be deferred to the tournament director or designee.

Section. 10 Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Section. 11 Time-outs

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

- This is self-managed by both teams, except in the case where an official is present.

Section. 12 Protest procedure

In case a team believes its interests have been adversely affected by any event that took place during a game, it must take the issue to the tournament director or designee. The tournament director's or designee's decision is final.

Section. 13 Standings of teams

Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

- 1. Most wins (or win ratio in case of unequal number of games have been played);
- 2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
- 3. Most points scored in average (without considering winning scores of forfeits).

Section. 14 Seeding rules

Pool play draws are random. Pool play results will determine the seeding going into bracket play.

Section. 15 Tournament Format

Teams will be placed in a pool of other teams in their division (by registered age group or combined division if necessary due to quantity of registered teams – decision by tournament director).

Each team will play every other team in that pool.

Teams will move to a single or double (based on quantity of teams (decision by tournament director) elimination bracket and seeded per their pool play results.

Section. 16 Disqualification

A player may be disqualified from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, or other extreme circumstances that interfere with the event. The decision to eject a player from the event will be made by the tournament director.

The tournament director may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior.