

**MICHIGAN STATE UNIVERSITY
RECREATIONAL SPORTS AND FITNESS SERVICES
3-ON-3 BASKETBALL RULES**

RULE 1- THE GAME

Section 1: The game shall be played by two teams of three players each.

Article 1: Each team must have three players to start the game.

Section 2: The playing court shall be one half of a regulation basketball court, with markings as provided.

Section 3: A coin toss shall determine which team has first possession of the ball.

Section 4: Each game shall consist of 30 baskets by one team or 40 minutes, whichever comes first.

Article 1: A half-time break shall be taken when one team has scored 15 baskets.

Article 2: The second half shall begin with the team behind at that point putting the ball into play.

RULE 2- PUTTING THE BALL IN PLAY

Section 1: The player putting the ball in play must do so by passing the ball to a teammate. The imaginary "check line" shall be the top of the circle. After a made basket or foul a player must put the ball in play from the check line. On defensive rebounds or steals the ball must be returned to the check line and the player in possession of the ball may maintain control and attempt to score.

RULE 3- FOULS

Section 1: A player committing a foul shall be responsible for calling it.

Article 1: In the event the fouling player fails to make the call, the fouled player may do so.

Section 2: The PENALTY for a foul shall be to award the opposing team possession at the check line.

EXCEPTION: A player fouled in the act of shooting shall retain possession only if his attempt is unsuccessful.

Section 3: If opponents disagree as to the committing of a foul, the player in possession shall shoot “do-or-die” from the top of the key.

RULE 4- VIOLATIONS

Section 1: A player committing a violation shall be responsible for calling it.

Article 1: In the event the violating player fails to make the call, the opposing player may do so.

Section 2: The penalty for a violation shall be to award the opposing team possession at the check line.

Section 3: If opponents disagree as to the committing of a violation, the player in possession shall shoot “do-or-die” from the top of the key.

RULE 5- JUMP BALL

Section 1: When opponents gain simultaneous possession of the ball, the player last on defense shall be awarded possession at the nearest out-of-bounds spot.

RULE 6- TIME OUTS

Section 1: Each team shall be allowed one time out per half. Each time out shall be one minute in length.