

# **BTEP 3v3 Rules**

1. Games will be self-officiated excluding (**Playoff and Championship Games**)
  - a. Players will call their own fouls.
  - b. If a dispute arises, each referee has the authority to make a final decision regarding the rules and/or fouls.
2. All referees reserve the right to eject or suspend any player who displays unacceptable, unsafe, or inappropriate behavior.
3. **There will be NO DUNKING. Anyone seen doing so will receive a warning, to be followed by immediate ejection and forfeiture of all remaining games.**

## **A. The Game**

- a. All teams are guaranteed three to four pool play games.
  - i. Each game will have a 15 minute time limit.
  - ii. If time expires, the first team with a two (2) point lead wins.
- b. All games will be played to 17 points
  - i. All shots within the arc will be counted as one (1) point
  - ii. All shots beyond the three-point arc will be counted as two (2) points.
  - iii. Games are played with “winner’s outs” or “make it, take it.”
  - iv. Statisticians will report the final scores to the Pool Play Organizer after the game.
- c. **There will be NO DUNKING. Anyone seen doing so will receive a warning, to be followed by immediate ejection and forfeiture of all remaining games.**

## **B. The Start Time**

- a. Teams need at least two (2) players to start the game.
- b. If a team has less than two (2) players, the first game will result in a forfeit and therso after, until the team has recouped the desired quota of players.
- c. If a team fails to arrive by game time, the team forfeits all games.

### **C. Fouls**

- a. Play will be stopped upon foul call
  - i. The player's team who was fouled will check the ball at half court.
  - ii. There will be no shooting fouls except for penalty situations.
  - iii. **If a player is fouled within the act of shooting and the basket is good, then the team who scored the basket receives the points for the basket and THE FOUL CALL IS VOID.**
  - iv. **The team who committed the foul will check the ball at half court.**

### **D. Jump Ball Rule**

- a. All jump balls will be put into play behind the two (2) point arc with possession given to the team that did not start the game.
- b. Jump ball possessions will alternate during each game.

### **E. Change of Possession**

- a. Players must return the ball by dribbling or passing outside the two (2) point arc before a basket may be attempted.
- b. **Any team failing to clear the ball before making a basket will not score the points, but will restart the possession at the check line.**

### **F. Penalty Rule**

- a. If at game point, the team who is behind will be given two personal fouls before they are assessed the bonus penalty.
- b. Every personal foul will result in one (1) free throw and possession back to the fouled team. This will apply for the remainder of that game.

### **G. Half Court Line**

- a. Any ball that crosses half court will be considered out of play. The same rules apply for the base line or sidewalks.

### **H. Three Second Rule**

- a. The three-second rule will apply to all offensive players.

## **I. Time Outs**

- a. Each team gets one, one minute time out per game.

## **J. Substitutions**

- a. Substitutions may be made after a basket or during any dead ball.

## **K. Participant Disqualification**

- a. Any participant punching, kicking, dunking, excessively fouling, using profanity or displaying unacceptable conduct will be subject to disqualification for the remainder of the contest at the staff's discretion.