



Rules

- 4 players (3 players on the court and 1 substitute)
- 3 Game Guarantee
- 3 Minute Warmup
- 20-minute Game or First Team to 25 Points
- A coin flip to determine first possession
- Overtime: 1st team with 2 points
- Substitutions can only enter on dead ball situations
- One 30-second time-out per team.
- Jump Ball Situation: Defensive team is awarded the ball
- 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

Gameplay

Following each made field goal or last free throw.

- A player from a non-scoring team will resume the game by dribbling or passing the ball after a made basket from inside the court to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

Following each missed shot or last free throw

- If the offensive team rebounds the ball, it may continue 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).

Scoring

- 2 pointers will count as 1.
- 3 pointers will count as 2 points
- 2 pointer and foul will count as 1 with one Free Throw
- 3 pointer and foul will count as 2 with one Free Throw



Fouls/Free throws

- Penalty situation after 6 fouls. After a team has reached 9 team fouls, any foul after will be considered technical.
- 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.
- Team fouls 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession.
- 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.

Disqualification

- A player committing two unsportsmanlike fouls, acts of violence, verbal or physical aggression, tortuous interference in game results will be disqualified from the game by the referees and from the event by the. The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior.

Stalling

- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds