

Montpelier Civic Center 3-on-3 Rules

- Each team must have 3 to 4 players on its roster. No substitutions allowed to roster after the start of teams first game. A player may only participate on one team.
- The Team Captain will represent his/her team as spokesman at ALL TIMES.
- A coin flip before games will determine which team has 1st possession.

Starting Play: The ball must be thrown in from the box on the court, violation of this is a change of possession.

Length of game: First team to score 15 points, or 30 minutes, including the warm up period, Championship games no time limit. Overtime- if game ends in tie a coin flip determines possession and first team to score wins.

Taking it Back: When in play, the ball must be taken back on each change of possession, Taking it back means BOTH feet behind the 2 point arc. Failure to take it back is a violation and will result in change of possession.

Jump Ball: All jump balls go to the defensive team.

Scoring: Baskets made from inside the arc count one point, baskets behind the arc count as two. If any doubt as to both feet behind the line by the court monitor basket will count as one.

Free throws: Free throws count as one point and will be awarded to the player fouled after a team total of seven fouls has been reached. One free throw per foul inside arc and 2 free throws when in the act of shooting outside arc. Free throw is a dead ball no matter whether basket is made or not and possession will change to team committing the foul. All players will stand behind the 2 point arc during foul shot. CALL YOUR OWN FOULS, Court monitor has FINAL say on disputed calls.

Any questions or disputes will be discussed only with the team captain. Good sportsmanship is expected, an event staff member may at any time escort a player or team from the premises.