

Senior Olympics Basketball 3-On-3 Team Rules

Playing Format

1. 3-on-3 Basketball will be conducted in accordance with current NCAA rules, National Senior Games rules and New Mexico Senior Olympics Board of Directors rules except as noted below. For a complete copy of these rules please write or call

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- a) Team Players/Coach eligible for team rosters for Nationals - All team player(s)/coach must be registered and have checked in at a qualifying team sport in order to be eligible for addition to a National roster. Documentation of player/coach registration must be provided by the State Coordinator to Nationals.
2. If numbers are conducive, teams will be divided into pools within their age divisions. Within each pool a single round-robin tournament will be played. At the conclusion of the round-robin, winners will advance and play a single-elimination tournament. If entries are not conducive, a double-elimination tournament will be played within the age division.
3. Team rosters shall be limited to 10 persons, including non-playing coaches, non-playing captains and non-playing bench personnel with a maximum of one out-of-state player except as otherwise permitted. Teams in the 70+, 75+ and 80+ age divisions may have three out-of-state players on their rosters.
4. A maximum of three players may be added to a roster following registration. Changes must be received by the NMSO office in writing and may be made no later than one week prior to the scheduled tournament.
5. Ties for seeding will be broken in the following manner:
 - a) Overall record
 - b) Head-to-Head competition
 - c) Point differential
 - d) Coin-Toss
6. A maximum of 13 points will be awarded towards point differential, regardless of final score. Forfeits shall be scored 7 – 0.
7. **House Rules**

House Rules will vary according to Host and will be sent or provided to Team Captains prior to the Tournament.

 - a) There will be a mandatory Captain's meeting. If a captain is unable to attend, he/she should send a representative.
 - b) All athletes check in and sign in with Photo ID. **No Exceptions.**
 - c) Credentials must be worn during all play.
 - d) Players must participate in pool play to participate in bracket play.
 - e) Line-up cards must be presented to the opposing manager and scorekeeper 10 minutes prior to EACH game time. NMSO will provide line-up cards to all team Captains.

- f) All Team Tournaments will adhere to the New Mexico Senior Olympics, Inc. official rulebook. This will include but is not limited to Code of Conduct, Protest, Appeal Process and scheduling procedures.
- g) All game inquiries must be address by the Captain and presented to the Sport Coordinator prior to start of games.

Basketball 3 on 3 Playing Rules

1. Any game missed/forfeited during bracket play will be considered a loss.
2. Teams must have a minimum of three players on the floor to start a game. Teams may continue/finish with a minimum of two players on the floor.
3. The games shall be played on half court by two teams of three players each.
4. Rosters may include a maximum of seven substitute players.
5. Playing time shall be two halves of 12 minutes of a continuously running clock with an intermission of five minutes. In the last two minutes of each half, the clock will stop in accordance with normal basketball rules.
6. A tie score at the end of regulation time will result in a three-minute stop clock overtime period with ball possession determined by a coin flip. If the game is still tied, subsequent three-minute periods shall be played until the tie is broken.
7. Two time-outs are permitted per team per half. If a game proceeds to overtime, each team shall receive no more than one additional time-out, regardless of the number of overtimes. Time-outs shall be 30 seconds in duration. The clock will not run during time-outs.
8. Substitutions may be made after a basket, foul shot, stoppage of play or any other time an official beckons the player onto the court.
9. The winner of the coin toss shall take the first possession. Possession at the start of the second half shall be determined by the possession arrow. Ball possession changes hands after each basket unless a technical or personal foul is awarded.
10. Deliberate stalling or attempts to freeze the ball shall result a technical foul and in loss of ball possession. A warning shall be given by an official prior to assessing the penalty. During the last two minutes of the ball games and during any overtime period, teams shall attempt a shot within approximately 20 seconds of gaining possession as determined by the referee.
11. The game shall be played using the three-point line as the “check line.” The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The teammate receiving the pass may be in front of or behind the check line.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
12. Following a made basket or dead ball, the ball shall be put in play within five seconds. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrows. Dribbling will result in a replay.

Basketball 3 on 3 Playing Rules (cont)

13. Defenders may not cross the check line to guard the player throwing in the ball until after that player has made the first pass.
14. A player is disqualified on his/her fifth foul. Technical fouls will be assessed in accordance with NCAA rules.
15. All personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game. Penalties for fouls shall be as set forth below.
 - Prior to the seventh team foul:
 - a) any common foul shall result in loss of possession for the offending team;
 - b) any player control foul shall result in disallowing a converted basket and loss of possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
16. Beginning with the seventh team foul:
 - a) any common foul shall result in a single free throw and the offended team shall retain possession;
 - b) any player control foul shall result in disallowing a converted basket and in a single free throw which, if made, shall entitle the shooter to a second free throw, and the offended team shall retain possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team will retain possession.
17. Beginning with the 10th team foul:
 - a) any common foul shall result in two free throws, and the offended team shall retain possession;
 - b) any player control foul shall result in disallowing a converted basket and in two free throws, and the offended team shall retain possession;
 - c) any shooting foul with a missed basket shall result in two free throws, and the offended team shall retain possession;
 - d) and any shooting foul with a converted basket shall result in the basket being awarded along with one free throw, and the offended team shall retain possession.
18. During the last two minutes of each half, and during any overtime period, the automatic awarding of team possession after free throws does not apply (live rebounding will be in effect).
19. Jewelry will not be allowed. If jewelry cannot be removed, then it must be taped.
20. Team clothing must be of like design and color. Teams are encouraged to have both "home" and "away" uniforms with jerseys numbered front and back.
21. Three point shots are allowed.
22. Officials do not put the ball in play, except at the start of each half.