**3 on 3 Adult Basketball League Rules ‘24**

# THE EQUIPMENT

Game balls will be provided by Syracuse Parks and Recreation. Teams may provide their own jerseys, but they must be appropriate. Recommend same-colored shirts if not matching to help with easier score keeping. Correct tennis shoes must always be worn on the gym floor. The gym will be open 15 min. before game time.

# THE GAME

The team that starts with the ball will be determined by rock/paper/scissors or by coin flip, teams may decide which. In the second and third series of a game, the possession will go to the team that lost the previous series.

It will be best of a 3-game series to 21. The last series you will go to 15 points. On the last series, you must win by 2 points for the game to be over. Each team is allowed 3 timeouts during the entire game.

# SCORING

The scoring is just like a regular game. All baskets made in front of the 3-point line will count as 2 points. Everything made from the 3-point line and beyond is 3 points. There WILL BE alternate possessions. Make it, take it rule will NOT apply. Once you check the ball, you must first pass before shooting or dribbling.

# LIVE BALL/DEAD BALL POSSSESSION

Following all made baskets the ball must be checked in at the three-point line. All fouls (non-shooting) and violations will be played back at the three-point line at the top of the court. All out of bounds balls will be put into play at the top of the court. Following a missed basket or steal that results in a change of possession the ball must always be taken back beyond the 3 point (take back) line.

# SUBSTITUTION

Player substitution may take place on all dead ball situations. You can only play with the 6 original players from your roster. If for some reason one of the players cannot be there, you must play with only those listed on your roster.

# FOULS AND VIOLATIONS

All player fouls and violations will be the sole responsibility of the players. Be honest and call your own fouls! Once a foul is committed, the opposite team takes the ball out at the top of the key. There is no limit on the number of fouls per player. No flagrant or abusive conduct will be tolerated. If you are fouled as you take a shot and the shot is good, the shooter will shoot a free-throw. If the free-throw is missed, the possession will alternate (no rebounding). If the free-throw is made, the point will count, and possession will alternate. If you are fouled as you take a shot and the shot is missed, the shooter will shoot two free-throws. No re-bounding and the possession will alternate.

# TEAM CAPTAIN’S RESPONSIBILITIES

* Keep teammates and fans up to date on all current rules and policies.
* Act as the sole voice for your team.
* Communicate with score keeper.
* Communicate win/loss with score keeper.
* Keep control of all players and fans. Reinforce good sportsmanship.