

3x3 Basketball League

Official Rules — PRO 3:5 Sports Academy

Teams & Equipment

Teams consist of 3–5 players. A minimum of 3 players must be on the court to start or continue play. A team unable to field 3 players within 5 minutes of the scheduled start time forfeits the game.

All games are played with a 28.5" (size 6) ball.

Court & Boundaries

Games are played half-court. Out-of-bounds is defined by the court lines, and the back-court boundary will be identified prior to the game. The 3-point arc serves as the check line.

Scoring

1 point for shots made inside the arc; 2 points for shots made beyond the arc.

The first team to 21 points wins. If neither team reaches 21, the team with the most points at the end of regulation wins.

Game Clock

Games run on a 12-minute running clock. The clock stops on all dead balls (fouls, out-of-bounds, jump balls, etc.) inside the final 2 minutes.

A 12-second shot clock is in effect during the final 2 minutes, beginning when the offensive team gains possession via rebound, made basket, or any change of possession.

Each team is allowed one 30-second timeout per game.

Possessions & Check Ball

After a made basket, the defense takes possession — no "make it, take it." On any change of possession (made basket, steal, rebound, or airball), the new offensive team must clear the ball beyond the 3-point arc (both feet and ball) before entering the offensive zone.

After a made basket, no defense may be played until the offense clears the arc. The ball is live — no check is required. Defense may be played on all other changes of possession while the ball is being cleared.

To begin play, after a foul, or following any other stoppage, the ball must be checked by a defender behind the 3-point arc. Once checked, the ball is live.

Violation: If the offense enters the offensive zone without first clearing the arc, play is stopped and the offense retains possession but must re-check the ball. Violations accumulate throughout the game — on a team's third violation, possession is forfeited to the defense.

Substitutions

Substitutions may only be made during stoppages of play. No subs after a made basket.

Starting & Overtime Possessions

Opening possession is decided by a free-throw "shoot for it" — the home team selects which team shoots. A make wins possession; a miss gives it to the other team.

All jump-ball situations use alternating possession.

If teams are tied after regulation, possession is decided by another "shoot for it." The team holding the possession arrow decides who shoots. The game restarts with a check ball — the first basket scored by either team wins.

Fouls

Shooting fouls are penalized as follows:

1-pt attempt missed → 1 point awarded

1-pt attempt made → 2 points awarded

2-pt attempt missed → 1 point awarded

2-pt attempt made → 3 points awarded

After a team's 7th foul, each subsequent foul awards the fouled team 1 point and possession.

A player who commits 5 personal fouls is disqualified from the game.

Flagrant: Flagrant fouls result in an automatic 2 points and possession for the opposing team. The foul will be reviewed by the referee and administration and may result in temporary or permanent expulsion from the tournament.

If a shooting foul occurs when the basket, if made, would give one team the lead or win the game: a 1-point attempt awards 1 free throw; a 2-point attempt awards 2 free throws. If the final free throw is missed, the shooting team retains possession and checks the ball to restart play.

Note: In a tied-game situation, a called shooting foul does not award points to end the game unless the shot is made. If the shot is not made, the above free throw rules apply.