

3v3 Odessa Basketball League Rules

1. Number of Players-Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.
2. Authorized Equipment & Apparel-No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players.
3. Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.
4. Shot Clock- Each possession will be given a 24 second shot clock to eliminate Stalling attempt
5. Which Team Receives the Ball First? A coin toss prior to each game will determine which team gets the ball out-of-bounds first.
6. Keeping Score-All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 11 points is the winner. There is NO win by 2 rule.
7. Length of Game -The first team to reach 11 points within 10 minutes of play is declared the winner. The team that reaches 11 points does not need to have a winning margin of 2 points or greater. The 10 minutes clock is stopped during team time-outs and if the court monitor stops play for a player injury or other unusual circumstance. In all situations, the court monitor shall declare a technical foul if he/she determines that a team is intentionally stalling to run out the clock. If at the end of 10 minutes the score is tied, 1 minute will be added to the clock to determine a winner.
8. Checked Ball-The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the arc take back line. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.

9. Change of Possession-The ball will change possession after scored baskets and all free throw attempts, with the exception of Technical, Intentional or Flagrant fouls. There will be no “make it, take it” rule.
10. Taking it Back-will be considered once the body of the player with possession of the ball is behind the 2 point arc.
11. Substitutions may only be made during a time-out or a “deadball” situation.
12. Fouls -Basketball officials, acting as court monitors, will call fouls games. All called shooting fouls shall result in one free throw shot, except a successful field goal, in which case the basket counts and no free throw shot is awarded. However, a basket shall not count when an offensive foul occurs. If the fouled player is in the “act of shooting” a two-point shot, which is missed, that player will be awarded two free throw shots. During a free throw, opposing team players may not intentionally disrupt the shooter’s unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After the last free throw shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.