

3v3 Basketball Rules 2025-2026

All players need to have registered their team using the registration link found in the Student News and Events email, the Stall Study, social media, and/or the campus bulletins. All players will be required to sign the Activity Consent and Release form BEFORE they may participate in their first game. All players must sign in prior to each game. No exceptions!

All rules will follow Missouri State High School Activities Association (MSHSAA) rules except for those exceptions listed below.

1. Teams

1. The game shall be played by two teams of three (3) players. A minimum of two (2) players is necessary to begin play.
2. If a team drops below two (2) players at any time during the game, the game is over and the team that dropped below the player requirement will receive a loss.
3. Team representatives, including players, spectators, and other persons affiliated with the team are subject to these sport rules and all other Campus Rec policies.

2. The Game

1. The game will consist of two, 10-minute periods with a 3-minute halftime. No timeouts.
2. Points are 1s and 2s. Any basket made from within the 3-point arc is worth 1 point. Any shot made from outside of the 3-point arc is worth 2 points.
3. Each game has a running clock that does not stop.
4. If the score is tied after the 20-minute game, the first team to score 3 points wins.
5. Initial possession will be determined by rock paper scissors for ball.
6. A coin toss will determine which team shall have the first possession in overtime.
7. All games are self-officiated, call your own fouls and/or violations.

3. Equipment

1. Games will be played using an official NJCAA TF-1000 Legacy basketball.
2. Athletic shoes must be worn by all players.
3. Teams are encouraged to wear the same-colored shirt during games.

4. Fouls

1. Players will call their own fouls or violations. The player fouled is responsible for calling their own foul.
2. Any dispute between the two teams must be made within 30 seconds. Failure to resolve the issue will result in a double forfeit loss.
3. Players may not fall out of a contest but may be ejected by the Campus Rec official or any member of the Campus Rec staff for unsportsmanlike conduct.

5. General Rules

1. Possession will change after each score (no make it take it.)
2. Teams will call out the score after each made basket or change of possession.
3. At the end of the game, the winning team will be responsible for reporting the score to the Campus Rec Official.
4. Substitutes can be made after a basket, called foul, or any stoppage of play.
5. The imaginary check line shall be the top of the 3-point arc.
6. The ball will need to be checked to begin each possession. This includes after a score or after a foul is called. A player must pass the ball in play from the check line.
7. On defensive rebounds or change of team possession, the ball must be returned outside of the 3-point arc before the new team in possession may attempt to score. Failure to do this will result in a loss of possession and no points awarded if the basket is scored.
8. After a non-shooting foul, the team fouled would get the ball at the top of the key.
9. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. If a team is warned for stalling, the official will administer a 10 second count during which a shot must be attempted. If a shot is not attempted, the ball possession is lost.
10. If a team that is on defense delays the check ball so the clock is running and gives the offense less time to score, the team will be warned with a delay of game followed by a turnover for the second offense.