



### NY 3x3 Quick Rules

<b>Initial possession</b>	Coin flip Note: the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime
<b>Time-outs</b>	1 per team 30 seconds
<b>Scoring</b>	1 point and 2 points, if scored behind the arc
<b>Game duration &amp; Score limit</b>	10 minute Game (Stopped Clock) highest Score wins or First team to 21 Points
<b>Overtime</b>	First team to score two (2) points wins the game
<b>Shot clock</b>	12 seconds Note: if a shotclock device is not available , referee to warn and count down the 5 last seconds
<b>FT, following a shooting foul</b>	1 free throw 2 free throws, if foul committed behind the arc 1 Shot for "And-1"
<b>Foul limit per team</b>	6 team fouls
<b>Penalty for team fouls 7, 8 and 9</b>	2 free throws
<b>Penalty for team fouls 10 and more</b>	2 free throws + ball possession
<b>Possession following a successful goal</b>	Defense possession, Right underneath the hoop Ball to be dribbled or passed to a player behind the arc Defensive team not allowed to play for the ball inside the "no-charge semi- circle" area underneath the basket
<b>...following a dead ball</b>	Check ball exchange behind the arc (at the top), Does not need to pass the ball in
<b>...following a D rebound or steal</b>	Ball to be dribbled/passed behind the arc, BALL IS LIVE
<b>...following a jumpball situation</b>	Defense possession
<b>Ball Considered Cleared when..</b>	offense with ball has BOTH FEET behind the arc
<b>Substitutions</b>	In dead ball situations, prior to the check ball
<b>Technical Foul</b>	1 Shot and Possession to team entitle to it before Technical (Counts as 1 Team Foul)
<b>Unsportsmanlike Foul</b>	1 Shot and Possession to team entitle to it before Technical (Counts as 2 Team Fouls)
<b>Standings Tie Breakers</b>	1. Head to Head 2. Most Points scored (Averaged if they played a different # of games)