Black Friday 3 on 3 Bash Rules

1. Each team can have either 3 or 4 players on their team roster.
2. Teams must play with three players. If a team is down to two usable players, they must forfeit the game.
3. Teams should have two different color shirts/jerseys.
4. Referee will flip a coin to see who receives the ball first.
5. Each game will be to 21 points or 15 minutes long. The clock will continuously run. The team must win by one point or more.
6. Teams score by either regular two-point baskets, or by three-point shots taken from outside the three-point circle.
7. After a dead ball or made basket, a player must pass the ball in play behind the three-point line to resume play.
8. All held balls will be put into play behind the three-point line with possession given to the defensive team.
9. On defensive rebounds or steals, players must return the ball by dribble or pass across the three-point line before a basket may be attempted. Once across the line, they do not have to pass the ball before shooting (ball is live). Both feet must be fully past the 3-point line to “clear” the ball.
10. After a basket, the team scored upon will put the ball in play.
11. A foul called in the act of shooting will result in one free throw awarded to the team, and will be worth either two or three points depending on where the player was fouled. A non-shooting defensive foul will result in the offended team taking the ball past the 3 point line to restart the possession.
12. Intentional, Flagrant, and Technical fouls will result in 2 points to the opposing team as well as possession of the ball. If the foul is considered to be severe enough, the player may be removed at the discretion of the referee or tournament director.
13. The three-second rule will apply to all offensive players.
14. Substitutions may be made at any dead ball opportunity.
15. Each team is allowed two-30 second timeouts during the game.
16. If the game ends in a tie after regulation, the first team that scores 3 additional points will be the winner. A coin flip will decide who gets the ball first.