

## RYBL 3 on 3 Classic Rules

RYBL will be using an amended version the official “FIBA 3x3 Rules of the Game”, a full copy of the official FIBA 3x3 rules and the amended RYBL version will be at each scores table.

### Game:

- Duration of game and Score limits
  - Games will be played until the time of ten (10) minutes running time has concluded, or when one team scores fifteen (15) points, whichever happens first.
  - In the event of a tie, there will be a two (2) minute overtime period, or first to three (3) points wins, situation.
- Time
  - Games will have a ten (10) minute time limit.
  - Overtime periods will have a two (2) minute time limit.
  - If a game is within three (3) points in the final minute, the game will be played in stop-time format.
- Scoring
  - Every made shot from inside the three point arc counts for one (1) point.
  - Every made shot from outside the three point arc counts for two (2) points.
  - Every made free-throw counts for one (1) point.

### Gameplay:

- Possession
  - Before the game, the captain of each team will meet with the referee and play one (1) game of rock-paper-scissors to determine who gets first possession. The winner will choose if their team will start the game with the ball. The other team will get first possession of the ball in the event of a possible overtime period.
  - Each possession will start by a player on the defensive team, passing the ball from inside the arc to an offensive player outside the arc.
  - Every foul, not in the bonus, will result in a possession reset.
    - Offensive fouls will result in loss of possession.
  - Every violation will result in loss of possession.
  - After each made basket, the defending team will then gain possession at the top of the three point arc. The ball is considered in play, when the ball is passed from offense to defense.
- Substitutions
  - Substitutions can be made in any dead ball situations, that is, after any whistle.
  - Substitutes must ask the referee for a sub before they can enter the game.
  - There is no limit to the amount of substitutions that can be made.
- Timeouts
  - Each team is given one (1) thirty (30) second timeout per game.
  - Timeouts can only be called in dead ball situations.

## Fouls and Violations:

- Fouls
  - All basketball fouls will be in effect.
  - Each foul, on the ground or in the act of shooting, will not result in free-throws being awarded, instead, the team of the player who was fouled, will receive the ball at the top of the three point line.
    - Free throw(s) will be awarded when:
      - A team is in the bonus situation (6 or more team fouls against)
        - A foul in the bonus situation will result in 1 free throw worth one (1) point
      - A technical foul has been assessed
        - Two free throws worth one (1) point each and possession of the ball will be awarded to the offended team
      - A flagrant foul has been assessed
        - Two free throws worth one (1) point each, possession of the ball to the offended team, and the ejection of the player assessed the foul
  - There is no limit to the amount of personal fouls a player can accumulate.
  - Technical and Flagrant fouls
    - A technical foul will be called at the referee's discretion in the event of any unsportsmanlike play including but not limited to: spitting, swearing, shoving, taunting, threatening, trash talking, etc.
      - Two technical fouls will result in a player being ejected from the game. His or her further participation in the tournament will be at the discretion of the referee and coordinators.
    - A Flagrant foul will be assessed at the referee's discretion in the event of an unsportsmanlike or unnecessary play including but not limited to: punching, kicking, vulgar language or comments, excessive contact, contact to the head or back while a player is airborne or in motion, etc.
      - A player who is assessed a flagrant foul will be immediately ejected from the game. His or her further participation in the tournament will be at the discretion of the referee and coordinators.
- Violations
  - All basketball violations will be in effect.
  - Any violation will result in an immediate turnover of possession of the basketball to the opposing team.
  - Each team will have 24 seconds to attempt a shot.
    - If there is no timer on the court this will be done at the refs discretion