

HOURS OF OPERATION

Monday-Friday 10 am–8 pm

Saturday 10 am–3 pm

Sunday 10 am–3 pm

WEB

www.ocskaty.com

EMAIL

info@ocskaty.com



ADDRESS

1808 Woodcreek Bend Ln

Katy, TX 77494

PHONE

(281) 395-6736

OPEN COURT 3-ON-3 COMPETITION RULES

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1. All Tournament games will be conducted under National Federation of High School Basketball Rules, unless otherwise noted.
2. Court and Ball. The game will be played on a 3v3 basketball court with 1 basket, including a free throw line and a high school three-point line. Half a traditional basketball court may be used.
3. Teams
 - 3.1. Each team shall consist of no less than 4 players and no more than 5 players (3 players on the court and 2 substitutes)
 - 3.2. Before the first game is played, each team's roster is to be finalized with the league director, after the first game is played: teams are allowed to play only with players listed on the roster.
 - 3.3. Only the league director can authorize additions/subtractions from the team roster.
 - 3.4. A player can play on two teams, but the teams must be in two different age divisions. For example, a 5th grade player can play up a division in the same competition level.
 - 3.5. A team may play in two different age divisions.
 - 3.6. To be eligible for the playoffs a player must play in at least two league games
4. Game Officials. The game officials shall consist of 1 referee or 1 referee and 1 time/score keeper.
5. Beginning of the Game
 - 5.1. Both teams shall warm-up simultaneously prior to the game.
 - 5.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
 - 5.3. A team must have at least 2 players present to begin a game. At 5 minutes past game time, the referee can declare the game a Forfeit if at least 2 players are not present.
6. Scoring
 - 6.1. Every shot inside the arc shall be awarded one point.
 - 6.2. Every shot behind the arc shall be awarded 2 points.
 - 6.3. Every successful free throw shall be awarded 1 point.
7. Playing time/Winner of a Game
 - 7.1. Each game will be a 15 minute game, running clock.
 - 7.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
 - 7.3. If the score is tied at the end of playing time, each team will chose a player to shoot a free throw. The first team to score a free throw and the other team misses a free throw is declared the winner. The free throws must rotate between players until one is made and one is missed.

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7.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

8. Fouls/Free Throws

8.1. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whether shot was successful or not.

8.2. Fouls during the act of shooting behind the arc shall be awarded 2 free throws if the shot was unsuccessful. Fouls during the act of shooting behind the arc followed by a successful field goal shall be awarded 1 additional free throw.

8.3. No free throws are awarded after offensive foul.

9. How the Ball is Played.

9.1. Following each successful field goal or last free throw: A player from a non-scoring team will start with a check-ball, i.e. an exchange of the ball (between the defensive and offensive player) behind the arc at the top of the court. The ball must be passed in (not dribbled) from behind the arc. The defensive player is not allowed to steal the ball from the player passing the ball in. The defensive player may try to steal the in-play pass.

9.2. Following each unsuccessful field goal or last free throw:

9.2.1. If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc,

9.2.2. If the defensive team rebounds the ball, it must clear the ball behind the arc (by passing or dribbling).

9.2.3. If the defensive team steals or blocks the ball, it must clear the ball behind the arc (by passing or dribbling)

9.3. Possession of the ball given to either team following any dead ball situation shall start with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

9.4. A player is considered to be "behind the arc" when neither of his feet are inside nor stepping on the arc.

9.5. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

10. Stalling.

10.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation. Teams stalling may be penalized with delay of game warning or technical foul (1 free-throw + possession of the ball).

10.2. The referee may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to hit the rim on the offensive possession within 30 seconds will result in loss of possession or technical foul (1 free-throw + possession of ball)

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11. Substitutions. Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table official.

12. Time-outs.

12.1. Each team is granted one 30 second team time-out. Any player can call the time-out in a dead ball situation.

12.2. No timeouts in the last three minutes of the game. The game clock does not stop during timeouts.

12.3. Note: time-outs and substitutions can only be called in dead ball situations or possession of the ball

The League Rules may be modified whenever the League Director deems it to be in the best interests of the league to do so and all teams, coaches, players, and attendees will be bound by any such change.