



3V3V3 TOURNAMENT OFFICIAL RULES + REGULATIONS

1. Game Overview

360 Hoops is a dynamic twist on basketball, where teams play inside a Transition Circle and you can score on all three hoops. It's designed to play with three teams participating in each game in a 3v3v3 format, with two teams on the court and one team waiting in the queue. Teams move between the court and queue throughout the game. The game can also be played in the traditional 3on3 format when only two teams are available. With 3on3 and having no teams in the queue, both teams remain on the court for the entire game.

2. Who Can Play

Tournaments are open to players in age categories as determined by event organizers. In order to qualify for a specific age-based division, the ages of all players on a team must fall within that age grouping.

3. Tournament Format

Depending on the tournament size, teams in a division may play games against all other teams in their division or they may be divided into smaller groups, called pools. Upon conclusion of these scheduled games, based on the number of 360 Hoops Points earned, teams may qualify for a single elimination championship tournament. If teams within a division, or pool, have the same number of 360 Hoops Points, and are tied for a spot in the championship tournament, those teams will play overtime.

4. Start of Play

Two teams start the game and the third team goes into the queue. This is determined by playing Rock Paper Scissors, where the team that loses goes to the queue and the other two teams start play, with the team winning Rock Paper Scissors starting on offense. This procedure will also be used in overtime games.

5. Queue

An area directly outside the Circle, where the team not in the game waits for its opportunity to enter the game.

6. Circle and Transition Circle

The game is played within the Circle, which is an area 30 feet in diameter. The Transition Circle is the area immediately outside the Circle, which is out of bounds, except when teams take the

ball back on a change of possession, starting a new offensive possession after a dead ball, or when the queue team enters the game.

7. 360 Hoops Points

360 Hoops Points are allocated after each game, based on how many points you score in a game. 360 Hoops Points are used to decide your ranking at the end of scheduled play and determine which teams advance to the single elimination championship tournament. After each game 360 Hoops Points are allocated as follows: Team scoring the most points, 3; team scoring the second most points, 2; team scoring the third most points, 1. If a team forfeits or doesn't finish a game due to unsportsmanlike conduct, they receive 0 points. If teams score the same amount of points in a game, the 360 Hoops Points are allocated based on their tied position. For example, if two teams tie for first and second, a total of 5 points will be allocated. Both of those tied teams will receive 2.5 points.

8. Team Rosters

A team must have a minimum of 3 players and a maximum of 4 players. No roster changes or additions are allowed after the player change deadline and never once a team begins its first game.

9. Scoring

Made baskets count for 1 point, except that baskets made while inside the identified, designated area count for 2 points. A player is considered inside the 2 point area when neither foot is touching any part of the court outside the designated area when the shot is released.

10. Basket Height – Varies by Division

- 10U and Younger: 7 feet
- 11U-14U: 8 feet
- 15U-18U: 9 feet
- Adult: 9 feet
- Invitationals: 10 feet

11. Length of Game

Games last 10 minutes with a running clock. The referee can stop the clock for player injury or other unusual circumstances. In the last minute, the referee will stop the clock on made baskets and all dead balls.

12. Overtime

During the scheduled games, if overtime is needed to determine who advances to the single elimination championship tournament, overtime is played between those teams. During single elimination championship tournament games, overtime is played between the teams who are tied. In overtime, the first team to score 2 points is the winner.

13. Checked Ball

To start a game, after a referee whistle, and after a dead ball, an opposing player must check the ball before it is put into play. The check-in must occur outside the Circle. The on-ball defender must remain inside the Circle until the ball is checked and possessed. The ball may be passed or dribbled to begin play. When a team enters the court from the queue and is on offense, they take possession of the ball outside the Circle and do not need to check it prior to advancing the ball towards the basket.

14. Taking It Back

The ball must be taken back outside the Circle on each change of possession, regardless of whether or not a shot was attempted. The ball is considered behind the Circle when neither foot of the player possessing the ball is inside or touching the Circle. A take back violation occurs as soon as a player attempts a shot and results in loss of possession and any points just scored.

15. Ball Out of Bounds

Except when taking the ball back, when the ball touches on or outside the Transition Circle, or a player is on or outside the Transition Circle while touching the ball, it is considered out of bounds and the team on defense takes possession. The pads, poles, and all areas of the backboards are in bounds. If the ball enters the “dead zone” between the 3 hoops, it is out of bounds. A ball out of bounds will be placed into play from outside the Transition Circle.

16. Change of Possession

The team who just scored receives 1 or 2 points and goes on defense. The team who was just scored on enters the queue. The team who was in the queue enters the game on offense.

17. Jump Ball

Jump balls result in possession for the defensive team, which moves directly to offense.

18. Substitutions

Substitutions may only be made during a dead ball.

19. Stalling

Stalling is prohibited at all times. If called by a referee, this will result in a Common Foul.

20. Common Fouls

Basketball referees will call fouls for all games. Team fouls will be counted each game.

Team Fouls 1 and 2: The team who was fouled takes possession and checks the ball. The team committing the foul goes on defense.

Exception: If the fouled player is in the “act of shooting” and the shot is made, that team will be awarded 1 point on a 1 point made shot and 2 points on a 2 point made shot. The team on offense goes on defense. The team scored on enters the queue. The team in the queue enters the game on offense.

Exception: A made basket shall not count when an offensive foul occurs. The team on offense goes on defense and the team on defense goes on offense.

Team Fouls 3 and above: The team who was fouled receives 1 point and goes on defense. The team committing the foul enters the queue. The team in the queue enters the game on offense.

Exception: If the fouled player is in the “act of shooting” and the shot is made, in addition to the automatically awarded 1 point, that team will be awarded 1 point on a 1 point made shot and 2 points on a 2 point made shot.

Exception: A made basket shall not count when an offensive foul occurs. The team on defense receives 1 point and stays on defense. The team on offense enters the queue. The team in the queue enters the game on offense.

21. Flagrant Fouls

Unsportsmanlike conduct results in player and/or team disqualification. Flagrant fouls are also counted as team fouls.

22. Sportsmanship Policy

Good sportsmanship is required from all players, coaches, and fans. Coaches are responsible for appeals to referees and for ensuring their teams uphold these standards both on and off the court. By participating, all players agree to uphold these rules and maintain fairness for all involved parties.