



HOME COURT

MECOURT 3 on 3 Official Rules

1. Teams

Each team shall consist of no more than 6 players (3 players on the court and 3 substitute).

2. Beginning of the Game

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.

3. Playing Time / Winner of a Game

3.1. In the Round Robin Games (First Round) and Playoff, the time will be **12 minutes running time**. In the Championship Game, the time will be **12 minutes stopped time**. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team is in possession of the ball.
- After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

3.2. The referee will use their discretion using a **14-second shot-clock** but there will be no digital shot-clock. The referee will give a warning by counting the **last 5 seconds**.

3.3. The first team to score **21 points or more wins the game** if it happens before the end of regular playing time.

3.4. If the score is tied at the end of regular playing time, an overtime shall be played. There shall be an interval of 1 minute before the overtime starts. The first team to score **2 points** in the overtime wins the game.

4. Point System

- 4.1. Every shot from inside the arc (3-point line) shall be awarded **1 point**.
- 4.2. Every shot from behind the arc (3-point line) shall be awarded **2 points**.
- 4.3. Every successful free throw shall be awarded **1 point**.

5. Fouls / Free Throws

- 5.1. A team is in a penalty situation after it has committed **6 fouls**. Players are not excluded based on the number of personal fouls.
- 5.2. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:
 - If the shot released from the field goal area is successful, the goal shall count and, **in addition, 1 free throw**.
 - If the shot released from inside the 3-point line is unsuccessful, **1 free throw**.
 - If the shot released from behind the 3-point line is unsuccessful, **2 free throws**.
- 5.3. Bonus at **7 Team Fouls** penalized with **2 free throws**.
- 5.4. All **technical fouls** shall be always penalized with **1 free throw**. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.

6. How the Ball is played

- 6.1. Following each successful field goal or last free throw (except those followed by ball possession):
 - A player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the 3-point line.
 - The defensive team is **not allowed to defend/steal** the ball in the “no-charge semi-circle area” underneath the basket until the offensive team has left the semi-circle area.
- 6.2. Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the 3-point line.

- If the defensive player rebounds the ball, he must return the ball behind the 3-point line (by passing or dribbling).

6.3. If the defensive team steals or blocks the ball, it must return the ball behind the 3-pt line (by passing or dribbling).

6.4. Possession of the ball given to either team following any dead ball situation shall start/resume 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 playing court.

6.4. In the event of a check ball, the offensive team must initiate play – this means a pass or dribble must occur before a shot

7. Substitutions

Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. Substitutions can be made on a whistle by signaling to the referee.

8. Time-Outs

8.1. Each team shall be granted **1 time-out**. Any player/substitute/coach can request a time-out when the ball becomes dead prior to a check-ball or free throw.

8.2. All time-outs shall last **30 seconds**.

8.3. There will be **NO Time Out** granted for the last **2 minutes** for First Round Games and Playoff Games, except the Championship Games

9. Seeding Rules

In the event the record in the Round Robin is tied, the playoff seeding is decided by pool tie breaker as follows: 1) head-to-head, 2) 3-way tie – **PD** (point differential) between tied teams, 3) fewest **PA** (point against), 4) coin toss

10. Shortage of Player / Forfeit

10.1. In the event of a player shortage, if both teams agree, the game may proceed with 2 players per team (2 on 2) with the option of substitution available for the non-shortage team. This agreement must be made prior to the start of the game and acknowledged by the referee.

10.2. If a team fails to show up, the match is considered a forfeit. The opposing team is awarded a win with the score 10-0