

Project Purple 3x3 Basketball Rules

- Each team is a team of up to 5 players max with a minimum of 3 (one sub that can be made during a dead ball or timeouts).
- First to 15 points but must win by 2, or the team with the most points when time expires.
- 5 minute breaks between games
- Points are worth 1 inside the arc and 2 outside
- Each team is rewarded two timeouts (two 30 second timeouts) per game(Championship games only)
- Coin toss to decide which team starts with the ball.
- Team with the ball checks with the other team to start the game at the top of the 3-point line. The team with the ball must pass once before attempting to score.
- Failure to pass will cause a turnover and check up at the top of the 3-point line.
- Any dead ball, no matter the change of possession or not, results in a check up at the top of the 3-point line.
- After any live change of possession (ex. Steal, missed shot, block) the player with **the ball must clear the 3-point line** before attempting to score
- Rebounders after passing out to clear the ball must make a clear attempt to leave the paint before receiving the ball in the paint once again.
- There will be a 5 second in the paint count to eliminate paint sitting.

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- There will be a 5 second close guard count to eliminate clock management
- After a score ball goes right back up top to be checked with the team that gave up the points (aka loser takes) and begin play in attempt to not slow down the pace of play
- If fouled inside the 3 you take one shot worth 1 point, or outside the 3-point line which results in 2 shots worth one point each.
- Teams can fill the box (college rule, above the block)
- No personal fouls, only team. After 5, the opposing team shoots a 1 and 1. Ball is live after each shot if missed whether possession is gained or not, ball still will be live.
- 5 team foul limit
- Team fouls 7 or higher result in two free throws
- Any foul after 10 team fouls is two free throws and shooting team keeps possession
- Technical Foul is one free throw and no change in possession
- Unsportsmanlike foul results in two free throws and no change of possession (except for team foul 10 and more). Counted as if 2 fouls for team foul purposes

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3 Point Contest Rules

Timing

- **1 minute per shooter**
- Each shooter takes **15 total shots** (5 spots, 3 balls per spot)

Shooting Spots

1. Left Corner
2. Left Wing
3. Top of the Key
4. Right Wing
5. Right Corner

Scoring

- 2 regular balls = **1 point each**
- Last ball at each spot = **moneyball = 2 points**
- **Maximum score:** 20 points

Structure

- **12 total participants**
- **Top 3 scores** advance to a **final round** (same format, fresh scores)
- **Tiebreakers:** Sudden-death shootout (5 shots from top of key)

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Dunk Contest Rules:

- 4-6 Dunkers
- Each Dunker Gets 2 Dunks
- Each Dunk is around a minute to complete
- There will be a Panel of judges for the contest
- Two Highest combined Scores move onto the finals with a clean score
- Each Finalist gets 2 Dunks, same minute of time for each
- Best complete score wins
- If tied in the championship they go until one gets a higher score