

**Team Composition:**

- Each team consists of three players on the court at a time.
- Teams may have a maximum of five players on their roster.

**Game Duration:**

- Games will last 15 minutes.
- If the game is tied at the end of regulation, a sudden-death overtime FT competition will determine the winner.

**Scoring:**

- Baskets inside the three-point arc are worth two points.
- Baskets from beyond the three-point arc are worth three points.
- FTs are worth one point.

**Possession and Start of Play:**

- The team that wins the rock-paper-scissors starts with the ball.
- After a made basket or at the beginning of the game, play restarts from beyond the three-point arc with the team that was just on defense inbounding the ball.
- In a change of possession the ball must be cleared beyond the 3 point line.

**Check-Ball:**

- Following a stoppage of play, the defensive team must check the ball at the top of the key before resuming play.

**Substitutions:**

- Substitutions can be made during stoppages of play.

**Fouls:**

- Each team is allowed 5 team fouls.
- Shooting fouls are 1 shot for 2 points.
- On the 5th team foul and beyond, the fouled player is awarded one free throw, and possession is retained on the made free throw. A missed free throw is a live ball and if the defense recovers it, they must clear it.
- Any offensive foul results in a turnover.

**Free Throws:**

- Free throws are taken from the free-throw line.
- Substitutes cannot enter until the free throws are completed.

**Out of Bounds:**

- The ball is out of bounds if it touches the ground outside the designated playing area.
- Possession is awarded to the opposing team.