

League Rules for 3 on 3: All Divisions

Coaches/adult players please review the rules carefully as they have been updated to reflect the game of basketball in the 5 on 5 setting.

1. Games are **20** minutes long or first team to score **30 points** - whichever happens first. Clock runs until the final minute of the game then the clock stops on all dead balls. The clock also stops on made baskets in the final minute of the game.
2. All dead ball play begins at the top of the key with the ball being 'checked' from the offensive player to the defensive player; when the ball is returned to the offensive player the ball is in play and play starts. The offensive player receiving the checked ball may dribble it in but not pass the three point line. However the offensive player receiving the ball on a check may shoot a 3 point shot without dribbling past the 3 point line first.
3. The ball must be taken back past the three point line on all change of possessions meaning all steals, block shots, rebounds or if the offensive player loses the ball. The defense then dribbles or passes the ball back to a teammate to clear the 3 point line with 1 foot and or the ball. If the ball is not taken back before a shot, the referee stops play and awards the ball back to the team who gained possession. Therefore giving the team a warning to take it back, each team can receive 2 warnings per game. On the 3rd warning, the ball is turned back over to the team who lost possession of the ball.
4. Players get 5 fouls before fouling out.
5. All shooting fouls result in free throws awarded. Non-shooting fouls will be 1 and 1 -shot bonus on the 7th team foul and a double bonus on the 10th foul and there after.
6. Teams get **two** 30 second time outs per game and they carry over to overtime
7. Overtime = 1 minute overtime. In 2nd overtime it's a sudden death (1st team to score on any basket wins the game).
8. A team may start and play a game with only 2 players (if a player fouls out or is late).
9. A team may play zone or man to man defense.
10. Any swearing or foul language in general or towards the referee, scoring table or to the other team can be deemed by a referee as a technical foul. All technical fouls are 2 pts and the ball. On the 2nd technical foul by the same player or coach an automatic ejection will occur and another 2 pts and the ball.
11. A team may stall and run out the clock as there is no shot clock of any kind.
12. Intentional fouls may be called if a team is fouling to stop the clock or regain possession or get into the bonus. Intentional fouls are 2 foul shots and the ball out of bounds.
13. Teams with the light color shirts or jersey are home. Teams flip a coin or paper rock scissors to see who is the home team.
14. Teams must have all the same color short or jersey, with numbers on the front or back.
15. Teams must put all players in the score book before each game
16. Any excessive, rough play, taunting, street ball, bully ball, etc., can be deemed as un-sportsman like and a team and or player may be removed from the tourney with no refund.
17. After the ball is checked, the defensive player can tie up and or take away the ball from the offensive player at any time in all divisions except for the 3/4th division. The 3/4th division have an invisible safety box to allow the offensive player to pass to another teammate with no duress.
18. Only **Steve Cooper** and **Acie Earl** can amend or change any rule for the benefit of the tourney and sportsmanship.
19. A team may have as many players on it as it wants but only 7 medals will be given per team. A team or program may split into numerous teams but players are NOT allowed to float back and forth from team to team. Therefore multiple teams must be named 1, 2, 3 or black, white, blue, etc.