

Game Rules

3on3 Youth Basketball League

Modified 7/11/2016



A. ROSTERS:

1. Before the first game is played, each team's roster is to be finalized with the league director, after the first game is played; teams are allowed to play only with players listed on the roster.
2. Roster size is minimum of 2 players and a maximum of 8 players.
3. Only the league director can authorize additions/subtractions from the team roster.
4. Teams are required to have at least 2 players from the roster present at the start of each game.
5. An Official Team Roster Form must be completed for each team, with ALL Parent/Guardian Signatures, and all players listed, prior to the first game.
6. If any player(s) do(es) not play in at least TWO regular-season games, that player/those players are not eligible to play in the post-season playoffs / tournament games.
7. A PLAYER may play on two different teams, so long as the player is properly rostered on each team before the first game is played, AND so long as each team is in a different division. A Player may NOT play on two teams in the same division. Division = Age Group + Skill Level. (For example, the player may play on a 4th Grade Gold team AND on a 4th Grade Silver team; or on a 4th Grade Gold team AND on a 5th Grade Silver team).
8. A TEAM may play in two different divisions, so long as each team plays in a different Age Group. (For example, a Team may NOT play in a 4th Grade Gold Division AND a 4th Grade Silver Division; but the Team is allowed to play in a 4th Grade Gold division and a 5th Grade Silver division). In this situation, a "Team" constitutes 2 or more players from the roster of one team playing on a second team together.

B. AFTER THE GAME – REPORTING OF SCORES:

1. The winning team is responsible to report the score via the website: www.justplaysportscolorado.com (login directions and passwords will be sent via email to all coaches)

C. FORFEITS:

1. A team must have at least 2 players to begin the game. At 5 minutes past game time, the referee can declare the game a FORFEIT if at least 2 players are not present. The winning team in the case of a forfeit is awarded the score 1-0. If, after the 5-minute grace period, the forfeiting team has enough players to play (at least 2), and the other team consents to play the remaining time left, the game will be considered official (the other team MUST consent, and there will be no asking for a forfeit after you consent to play).

D. PRIOR TO EACH GAME (SCOREKEEPER / TIMEKEEPER):

1. Each team is to provide a volunteer for one of the following two positions: 1) Scorekeeper, or 2) Timekeeper; each should check in PRIOR to the game with the Referee.
2. Each team is responsible to bring their own scorebook or score sheet, and time keeping device (a stopwatch or wristwatch with timer / stopwatch feature).
3. If a game clock is provided at the court, it should be used; if not, a stopwatch or wristwatch with timer or stopwatch feature should be used.
4. A COIN FLIP managed by the Referee will determine which team has the initial possession.

E. LENGTH OF GAMES:

1. FOR Youth Teams, Grades 8 and younger: First team to score 20 points, OR, 23 minutes total game time.
2. FOR High School Age Teams, Grades 9-12: First team to score 25 points. OR, 23 minutes total game time
3. (TIMEOUTS DO NOT STOP THE CLOCK – NO TIMEOUTS ALLOWED DURING THE LAST 2 MINUTES OF THE GAME – See below for more clarification).

F. TIMEOUTS:

1. NO TIMEOUTS ARE PERMITTED IN THE LAST TWO MINUTES OF THE GAME. Each team has (2) 45-second timeouts per game. The 23-minute game time clock DOES NOT STOP. If a timeout is called within 45 seconds of the 2 minute mark, the timeout will be cut short, and play will resume at the 2 minute mark.
2. STALLING is strictly NOT permitted. Teams stalling may be penalized with Delay of Game warning or Technical Foul (1 free-throw + possession of the ball).

G. BALL SIZE:

1. Boys teams, grades 5 and up will play with an Official Size Basketball; Boys teams, grades 2, 3 and 4 will play with an Intermediate / 28.5 / Women's Size Basketball
2. All Girls teams all grades will play with an Intermediate / 28.5 / Women's Size Basketball

H. THROW IN / STARTING PLAY / SUBSTITUTIONS / RESUMING PLAY AFTER A MADE BASKET:

1. "BALL-IN" Indication from Referee: If it is a dead ball situation, which includes a made basket or a change of possession, the ball MUST BE PASSED IN / thrown in (not dribbled) from the half-court circle at the center of the full court. The circle is to be considered "out of bounds" during the throw-in, where only the player throwing the ball in is allowed. Defensive players are not allowed in the circle during the throw in, neither are other offensive players. Once the ball is thrown in, the half-court circle is considered in-bounds. The referee will "check" the ball to the player, or will give a "ball in" indication. "Checking" the ball to the defense is not mandatory, but players must get the "ball-in" indication from the referee.
2. INBOUNDED WHEN NOT CHANGE OF POSSESSION: If there is NOT a change of possession, for example, a defensive foul, or ball out of bounds awarded to the offense, etc. – THE BALL SHOULD BE INBOUNDED FROM THAT SPOT – not taken back to or thrown in at the center circle.
3. SUBSTITUTIONS can be made at any dead ball, or after a made basket – ONLY AFTER GETTING THE ATTENTION OF THE REFEREE, and being signaled to enter play. A made basket is a DEAD BALL SITUATION, either team may substitute, and the offense must get the "ball-in" indication from referee.
4. FAILURE to throw the ball in (no shooting or dribbling from the circle) results in verbal warning from the referee and a restart of the possession (official warning may follow).
5. AFTER A MADE BASKET: The same "BALL-IN" Indication rule is to be followed to resume play after a made basket.
6. NO "MAKE-IT, TAKE-IT:" The ball changes possession after each scored basket.

I. TAKING IT BACK:

1. When in play, the ball is "taken back," or "cleared," on each change of possession – "Taking It Back" means BOTH FEET AND THE BALL must completely clear the arc.
2. The player can clear the arc from anywhere on the court, not restricted to just the top of the key.
3. If the ball is intercepted or stolen behind the arc, it is already considered "cleared," and the team can attack the basket immediately.
4. Change of possession includes rebounds, rebounces by the defense after a free-throw, blocked shots, steals, turnovers, and any other type of change of possession (if there is NOT a change of possession, i.e. a defensive foul, or ball out of bounds awarded to the offense, a rebound knocked out of bounds by the defense, etc. – THE BALL SHOULD BE INBOUNDED FROM THAT SPOT – not thrown in at the center circle)
5. Failure to "take it back" results in a stoppage of play, a verbal warning from the referee, and a restart of the possession from the throw-in circle (official warning may follow).

J. SCORING:

1. Baskets made from inside the arc count ONE point each. Baskets made when the shooter has BOTH FEET behind the arc count TWO points each. Referees will signal a made "2-pointer" as a referee would signal a made "3-pointer" in normal high school rules, by raising both hands above the head.

K. FREE THROWS:

1. Free throws count as one point. When fouled in the act of shooting, a free throw is awarded to the fouled shooter. Teams will line up for the free throw as they would in normal high school rules. One attempt will be awarded if fouled in the act of shooting inside the arc. Two attempts will be awarded if fouled in the act of shooting behind the arc. One attempt will be awarded after a made basket if fouled in the act of shooting from inside or behind the arc.
2. One attempt will be awarded for each foul after the 7th Team Foul, whether in the act of shooting or not (Bonus Rule – NO DOUBLE-BONUS at 10 fouls).
3. 2nd, 3rd and 4th Graders are allowed to shoot free throws from 24 inches (2 feet) inside the free throw line.

L. PERSONAL FOULS:

1. Each team member is allowed 5 personal fouls. Upon receiving the 5th personal foul, the player is disqualified (fouled-out).
2. Intentional, Flagrant, or Technical Fouls will count as one personal foul and one team foul each. Referee will determine whether player is allowed to continue play. One free-throw + possession of the ball will be awarded to the other team. Technical Fouls on Coaches will be handled same as in normal high school rules, with the exception of one free-throw (not 2) + possession of the ball.

M. 3-SECOND RULE:

1. 3-Seconds in the lane will be enforced; 5-Seconds in the lane will be enforced for 2nd, 3rd and 4th grade teams.

N. Exceptions for 2nd, 3rd and 4th Graders, as listed above:

1. 2nd, 3rd and 4th Grade Boys Teams will use the 28.5 / Intermediate / Women's Size Basketball; will be allowed to shoot free throws from 24 inches (2 feet) inside the free throw line; and the "3-second" rule will be extended to 5-seconds allowed in the key.

O. OVERTIME:

1. If the score is tied at the end of regulation, the game goes to overtime. A coin flip determines which team has the initial possession of the overtime. Two minutes will be placed on the game clock. The game winner is the first team to score 2 points in the overtime period (Two 1-point baskets, Two 1-point free-throws, OR One 2-point basket – both feet behind the arc). THIS IS NOT "WIN-BY-2" Meaning, win by 2-point margin. If only ONE point has been scored at the end of the 2-minute overtime period, the team scoring the point will be the winner.
2. If still tied During Pool Play / Season Games: THE GAME WILL END IN A TIE (if ZERO points have been scored, or if both teams scored only 1 point after overtime).
3. If still tied During Tournament Games: a SUDDEN-DEATH FREE THROW SHOOTOUT will determine the winner of the game (if ZERO points have been scored, or if both teams scored only 1 point at the end of the 2 minute overtime period). FORMAT FOR SHOOTOUT: the winner of a coin flip chooses to shoot first or shoot second. The three players from each team remaining on the court at the end of the overtime period will be the only players to shoot for their team. The three players for each team will rotate, alternating teams with each shot per round. Each team will shoot in each round UNTIL ONE TEAM SCORES UNANSWERED (this rule may be revised before the Tournament).

*** The League Director will have final say on all disputes and interpretations of the Rules ***