

### 3v3 Basketball Rules – 4/5 Boys & 4/6 Girls

<b>Court</b>	<ul style="list-style-type: none"> <li>● The playing area is a half regulation court (full court style, 2 baskets, 32 ft X 63 ft)</li> </ul>
<b>Court Monitor (league staff)</b>	<ul style="list-style-type: none"> <li>● 1 referee per court - paid</li> </ul>
<b>Time-outs</b>	<ul style="list-style-type: none"> <li>● 2 timeouts per game</li> </ul>
<b>Initial possession</b>	<ul style="list-style-type: none"> <li>● Initial possession will be to the guests. Alternate possessions at each period change</li> </ul> <p><b>Note:</b> <i>If in overtime, coin flip will determine first overtime possession</i></p>
<b>Scoring</b>	<ul style="list-style-type: none"> <li>● 2 points for all made baskets (No 3-point line)</li> </ul>
<b>Game Duration</b>	<ul style="list-style-type: none"> <li>● Four 8-minute quarters. Sub on the 4's</li> </ul>
<b>Overtime</b>	<ul style="list-style-type: none"> <li>● OT Initial Possession: Flip of a coin</li> <li>● 2-minute overtime, coach may pick 3 players.</li> </ul>
<b>Shot Clock</b>	<ul style="list-style-type: none"> <li>● No Shot Clock, however, holding ball to run clock not allowed</li> <li>● Must initiate action or change of possession will be awarded to defense</li> </ul>
<b>Free Throws</b>	<ul style="list-style-type: none"> <li>● Everyone except the shooter will stand near the half court</li> <li>● Possession changed after free throw taken except for double bonus</li> </ul> <p><b>(Example:</b> <i>Offense shoots free throw then defense gets ball no matter make/miss</i><b>)</b></p>
<p><b>Fouls</b></p> <p>Procedure: If Defensive foul, team foul recorded by monitor and offensive team continues possession.</p> <p>If offensive foul, team foul recorded by monitor and defense gets possession.</p> <p><b>Shot taken from 11 ft from the rim of the basket.</b></p>	<ul style="list-style-type: none"> <li>● Five (5) fouls per player. Player can foul out of the game after receiving their 5th foul</li> <li>● Coaches allowed to sub in the middle of a quarter if a player picks up his 3rd team foul or more for the game. Player substituted must be the lowest rated player on the bench. Sub must happen immediately following the player picking up the foul</li> <li>● Shooting fouls result in 2 shots</li> <li>● Teams will shoot one-and-one free throws after the 7th team foul of the half</li> <li>● Teams will shoot two free throws after the 10th team foul of the half</li> <li>● Technical fouls will result in 2 shots, and player will sit for the remainder of the half</li> </ul>
<b>Possession following a successful goal</b>	<ul style="list-style-type: none"> <li>● Defense gets possession after made basket</li> <li>● Defensive team must pick up offense at the half-court line to allow offense time to set up.</li> <li>● In-bounder cannot dribble and must pass ball in to begin possession</li> </ul>
<b>...following a jump ball situation</b>	<ul style="list-style-type: none"> <li>● Follow the possession arrow</li> </ul>
<b>Fast Break and Stealing</b>	<ul style="list-style-type: none"> <li>● Steal allowed on the pass, not the dribble.</li> <li>● Fast break allowed on a steal or loose ball.</li> <li>● No fast break after a shot attempt.</li> </ul>
<b>Substitutions</b>	<ul style="list-style-type: none"> <li>● Will follow the substitution chart provided</li> <li>● Four 8-minute quarters. Sub on the 4's</li> </ul>
<p><b>Notes:</b></p> <p>Teams must always initiate action no matter the score.</p> <p>Teams that attempt to run the clock and hold the ball will be penalized and forced to give up possession of the ball.</p> <p>Players must hustle at all times to provide the maximum amount of playing time for everyone. No double teaming.</p>	<ul style="list-style-type: none"> <li>● Man-to-man defense only, when a screen is set on the defensive player, the defensive team has the option to “switch” or “roll-out” with the offensive player. The defense must switch back.</li> <li>● Clock runs continuously except for below: <ul style="list-style-type: none"> <li>● Regulation Clock the last two minutes of the game. Clock stops during timeouts (2 per game), free throws in the last 2 minutes of the 4th quarter, and all dead balls in the last 2 minutes of the 4th quarter</li> <li>● Injuries: if a player is injured during play, the player may be substituted for the next player on the rotation.</li> </ul> </li> </ul>
<b>Basketball Size</b>	<ul style="list-style-type: none"> <li>● 28.5-inch ball</li> </ul>
<b>Basket Height</b>	<ul style="list-style-type: none"> <li>● 10-ft basket</li> </ul>