

3 ON 3 LEAGUE / TOURNAMENT RULES

Number of Players (Doesn't apply for tournament)

Each team may consist of a maximum of 5 players, 2 subs, and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game. You are also allowed 2 alternates. You are allowed to play on one team within your division. If you would like to play on two or more teams you must be outside your division.

Coaches

Coaches will only be allowed for grades 3rd and 4th. There will be no coaching from the sidelines from any parent for the remaining grades. Sit there and watch your kids learn how to play, create, and understand the game themselves.

Common Foul & Shooting Fouls

When a shooting foul occurs, you can either shoot the free-throw for 1 pt (You miss you get it back, if you make it you don't) or shoot the 2 pointer (If you miss or make you don't get it back).

In an "And 1" situation, you get to shoot the free throw, but make or miss you do not get the ball back (You cannot shoot the 2-pointer).

If fouled while shooting behind the 2-point line and miss, you get to shoot the 2 pointer as your "free-throw". Make it, you don't get it back. Miss it, you get possession of the ball at the top of the key.

If you are fouled behind the 2-point line during a shot, and it goes in, you get the 2 pts and the ball back.

If it's a non-shooting foul the ball will be checked behind the take-back line and remains with the offense. **A non-shooting foul under 1 minute will result in a free throw for the offensive team. Make or miss you do not get it back.**

Take back Line and check line

The take back line and the check line is anywhere behind the 2-point line (3pt Arc)

Taking It Back

The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your two feet behind the check line (2-point line). **You are allowed to steal when a team rebounds and attempts to take back. If you steal, you have to take it back before attempting a field goal.**

Two-Point Shooting

A successful goal from behind the take back / 2-point line will be counted as a 2 pointer. The shooter must have both feet completely behind the line when initiating the attempt for it to be counted as a 2 pointer

Length of Game

(If a score of 15 is achieved within 18 minutes)

The 18-minute clock is stopped during team time-outs and if the court official stops play for a player injury or other unusual circumstances. If neither team has reached a score of 15 points, the court official shall stop the game after 18 minutes of play and whoever is ahead will be declared the winner. **If the game is tied, each team will choose one shooter to play sudden death from the free-throw line.**

Sudden Death

One player from each team will shoot a free throw (sudden death). The team that is on top of the score sheet will shoot first. If the 1st shooter makes it and 2nd misses, the 1st shooters team wins. If the 1st shooter misses and the 2nd shooter makes it, the 2nd shooters team wins. If both shooters make it, you start over and go until someone wins. Same goes for if both shooters miss it. Still the same shooter.

Check Ball Definition

A check ball means the team that is about to start an offensive possession gives it to the defense and the defense gives it back. Once that happens it is now a live ball. If there is a fumble on the check, they must re-check it. [No funny business](#). The referee can make you re-check at any point.

Checked Ball

The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the “2-point” line on the top of the key. After any out of bounds or made bucket, the ball needs to be checked. **Players can dribble, pass or shoot to start a possession once a check ball has taken place.** Under 1 minute, clock starts once ball is checked back to offense.

Game Times

Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. A forfeit will be scored 18-0. Games start no earlier than 5 minutes before scheduled time (Grandparents rule). Only exception may be if a parent contacts director about being tardy (Director has final say)

Free Throw Shooting Distance

The distance for free-throws will be the standard 15 feet for all divisions. 3rd-4th can jump over the line, but need to start behind it. 5th-11th must stay behind the line.

Keeping Score

All made baskets from inside the two-point line count for one point and made baskets from outside the two-point line count for two points. The first team to 15 points is the winner. The referee will have the time and keep a running score on the score sheet provided to him/her. **Players can ask score & time, parents may not have any interactions with officials.**

Ball Out-of-Bounds

A ball out-of-bounds will be checked on top of the key. No takeout's on baseline.

Clock

The clock will run until the last minute of the game. Under 1 minute the clock will stop on every whistle.

Time-Out

Each team is allowed one 1-minute time-out per game. The clock will stop running during a time-out.

Jump Ball

All jump-balls will go to the defense.

Substitutions

Substitutions may only be made during a time-out or a “dead ball” situation. Get the referees attention. Be vocal!! [Players must take control and learn.](#)

Player Injury

A court official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game to properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. Court official has final say.

Change of Possession

The ball will change possession after scored baskets, jump balls, all free-throw attempt makes, and 2-point foul shot make or misses- with the exception of Technical, Intentional or Flagrant fouls. There will be no “make it, take it” rule.

Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. The game official retains the right to disallow any equipment or apparel that it judges to be dangerous.

Basketball Size

An intermediate size (28.5) ball will be used for all female and boy's grades 3rd–5th. A full-size ball will be used for all other games (29.5).

Basket Height

All baskets will be the standard 10 feet high.

Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play for a week. A player who aggressively comes into contact with or assaults a court official, scorekeeper, or other league officials shall be automatically ejected from the game and for the remainder of the league. A technical foul will result in 1 point and the possession of the ball.

Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the official's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a technical foul. Any damaged equipment from dunking will be charged to the player/team.

Tiebreakers

In the case of a tie to determine league standings, it will be broken down as follows:

- 1) Head-To-Head
- 2) Points Allowed
- 3) Coin Toss

Designated tournament officials shall have the power to make decisions on any points not specifically covered in these Rules and shall also have the complete authorization to interpret the intent and purpose of these Rules. Wisconsin Focus Staff and officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.

Participant Waiver Forms: All participants must have a signed waiver on file prior to playing in any game.