Jr. NBA 3v3 Official Rules of the Game

The Official High School Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3v3 Rules of the Game herein. ***The league director will have final say on all disputes and interpretations of the rules***

Beginning of the Game

4.1. Both teams shall warm-up simultaneously prior to the game. 2 Minute Warm Up provided.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.4. A team must have at least 2 players present to begin a game. At 5 minutes past game time, the referee can declare the game a forfeit if at least 2 players are not present.

5 Scoring

5.1. Every shot inside the arc shall be awarded one point.

5.2. Every shot behind the arc shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point.

6 Playing time/Winner of a Game

6.1. 23 minute games, running clock

6.2. First team to score 25 points or more wins. This rule applies to regular playing time only (not in a potential overtime).

6.3. <u>Overtime:</u> If the score is tied at the end of playing time, an extra 2 minute period of time will be played. There shall be an interval of 1 minute before overtime starts. The first team to score 2 points in overtime wins the game. If only 1 point is scored at the end of the two minute overtime period, the team scoring the goal will be the winner. If the scored is tied at the end of overtime, play will continue and the first team to score in sudden death will win.

7 Fouls/Free Throws

7.1. A team is in penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to disqualification.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

SEE NEXT PAGE FOR ADDITIONAL RULES

8 How the Ball is played

8.1. Following each successful field goal or last free throw (except those followed by ball possession):

– A player from a non-scoring team will start with a check-ball, i.e. an exchange of the ball (between the defensive and offensive player) behind the arc at the top of the court. The ball must be passed in (not dribbled) from behind the arc. The defensive player is not allowed to steal the ball from the player passing the ball in. The defensive player may try to steal the in-play pass.

> -- 12U & 13U - LIVE THROUGH THE NET:
> Following a made free throw or field goal the ball is live as soon as the ball goes through the basket and a player from the non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc. The defensive team is not allowed to steal the ball in the "no-charge semi-circle area" underneath the basket.
>
> If the free throw or field goal is missed, the ball is live and the offensive team can rebound and play, or the defensive team can rebound and clear.

> -- 11U & 10U - Following a made free throw or field goal, the opposing team will check the ball at the top. If the free throw is missed, the ball is live and the offensive team can rebound and play, or the defensive team can rebound and clear.

8.2. Following each unsuccessful field goal or last free throw (except those followed by ball possession):
– If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
– If the defensive team rebounds the ball, it must clear the ball behind the arc (by passing or dribbling).
8.3. If the defensive team steals or blocks the ball, it must clear the ball behind the arc (by passing or dribbling)
8.4. Possession of the ball given to either team following any dead ball situation shall start with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
8.5. A player is considered to be "behind the arc" when neither of his feet are inside nor stepping on the arc.
8.6. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

9 Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation. Teams stalling may be penalized with delay of game warning or technical four (1 free-throw + possession of the ball)
9.2. The referee may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to hit the rim on the offensive possession within 30 seconds will result in loss of possession or technical foul (1 free-throw + possession of ball)

10 Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

11 Time-outs

11.1. Each team is granted one 45 second team time-out. Any player can call the time-out in a dead ball situation.
11.2. No timeouts in the last three minutes of the game. The game clock does not stop during timeouts.
11.3. All time-outs have a length of 45 seconds.
Note: time-outs and substitutions can only be called in dead ball situations or possession of the ball and cannot be called when the ball is live pursuant 8.1.