



### **3 on 3 Basketball Rules for 4<sup>th</sup> – 9<sup>th</sup> Grades**

*Ohio High School rules are in effect unless otherwise noted*

1. The league uses a **10-foot basket** with a **28.5"** size basketball.
2. Players must be Avon Lake residents or attend school in Avon Lake.
3. Teams must have a minimum of 5 and a maximum of 6 registered players on their roster. Team members must be same grade and gender. Each team must have a team parent. No parent or adult coaches. Kids coach themselves. A player may not register to play on more than one team.
4. A team must be ready to play at game time. If a team is not present and prepared to play within 5 minutes of their scheduled time the game will count as a forfeit.
5. Games will not start earlier than their scheduled time, unless all team members from both teams are present and the previous game is over.
6. Each team must have at least 2 players to start. If a team only has 2 players at the start of a game they may choose one of the following:
  - 1) They can choose to play 2 on 3. The game will be officiated and count as a regular season game.
  - 2) They can choose to play 3 on 3 by picking up a registered player from another team; the game will be officiated and will count as a forfeit.
  - 3) They can choose not to play and the game will count as a forfeit.
7. **All players must receive equal playing time, in every game, unless sick or injured.**  
Players must be rotated to ensure equal opportunity for each player to start a game. Substitutions will be made every 4 minutes. The officials and scorekeepers will stop play to allow subs to enter. This is not a time-out. No "free" substitutions are allowed except for injury or disqualification. Teams may substitute at the 4-minute mark if they choose.
8. All made shots are worth 1 point.
9. First to 16 points wins. There is a 20 point cap. If 20 point cap is needed, the leading team must win by 2 points.
10. Games shall consist of 2 – 12-minute halves, running clock, and a 2-minute half-time. The clock will stop for substitutions and the last minute of the game on all dead ball situations.
11. Each team gets 2 – 30 second timeouts per game. Clock will stop for timeouts.



12. If a game is tied at the end of regulation, there will be an overtime. The first team to 3 points in overtime will win.
13. No full court press.
14. Once a defender successfully gains control of the ball by a loose ball, rebound, or steal the opposing team may defend full court.
15. Three-point line will NOT be in effect.
16. No dunking.
17. The free throw is awarded after a shooting foul. After 5 team fouls, 1 free throw will be awarded after any foul. Clock does not stop for free throws; except in the final minute of play.
18. There will be no arguing with game officials, parents or players. Problems must be brought to the attention of the Gym Supervisor and/or League Director.
19. Excessive horseplay and unsportsmanlike conduct will not be tolerated. Officials will issue a warning if needed. If behavior continues players will be ejected and/or game will be forfeited.
20. Teams may not have unregistered players play for their team.
21. Parents and/or adults are not permitted to coach. The program is intended to be a learning experience for the players by strategizing and making decisions between themselves. Coaching and instructing from the stands is prohibited!
22. No jewelry, hats, sunglasses, or crocs. Only closed toed tennis shoes are permitted.
23. The "home" team wears the white side of the reversible jersey.
24. Jerseys must be tucked in at all times.