



Northglenn Parks, Recreation & Cultural Services 3 vs 3 Youth Basketball League Rules

General Information

This league is a coed league. The divisions will be 3-4 grades, 5-6 grades and 7-8 grades. No coaches are allowed to coach or instruct during the game.

For inclement weather, please visit www.teamsideline.com/northglenn for weather updates and schedule changes.

Prior to the Game

1. Each team can have up to 5 players on the roster and all players on the roster must be in the appropriate grade division for the tournament.
2. Players may appear on only 1 team roster for the league.
3. Only the league director can authorize additions/subtractions from the team roster.
4. Each team is to provide a volunteer to keep the score book & the score clock. Scoresheets will be provided by the city.

Game Rules

1. All games can start with 3 or 2 players.
2. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
3. Each team is allowed 1 one-minute time out per game. Clock will stop. (Timeout's rule)
4. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
5. The ball will change possession after each scored basketball.
6. The top, bottom, and sides of the backboard are in play; however, the back of the backboard and support structure of the basket are not in play.
7. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out of bounds at the top of the court to begin play.
8. All fouls and violations will be played out of bounds at the top of the court.
9. A ball out of bounds will be taken at the top of the key behind the 3-point line.
10. The ball must be "taken back" to the 3-point marked line on each court on every changed of possession including steals, airballs, etc. "Taking back" means both feet and the ball must be behind the 3-point line (take back line).
11. Violation occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. **Exception:** If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back" the foul will be honored; however, no points will be awarded.

12. When taking the ball out of bounds at the top of the key, a player shall have **8** seconds to put the ball in play. The ball must be passed in when taking the ball out of bounds.

13. Ball will be a 28.5" size for grades 3-6 and 29.5" for grades 7/8.

SCORING:

1. A field goal is worth 1 point

2. A successful goal from the behind the designated 3 point line is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.

3. 3rd/4th & 5th/6th grade games will be played to 15 points win by 2 or maximum of 20 points. 7th/8th grade games will be played to 20 win by 2 or maximum of 25 points

4. All games will have a 25-minute time limit, clock does not stop except for timeouts.

5. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the official will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND FREE THROWS:

1. All shooting fouls will be handled in the following manner:

A. When the basket is made-count the basket and whether the ensuing free throw is made or missed, the possession goes to the defensive team.

B. When the basket is missed-if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive teams retains possession.

C. If fouled behind the two-point line in the act of shooting, the fouled player will shoot 2 free throws.

2. Non-shooting fouls-On or after the 7th team foul will be handled in the following manner:

A. If the free throw is made; possession goes to the defensive team

B. If the free throw is missed, the offensive team retains possession.

3. Technical fouls or flagrant fouls may be assessed by the official. The penalty is the opposing team will have a choice of 2 free throw or 2 shots behind the 2-point line. Both feet must be behind the 2-point line. The offended team will keep possession of the ball. Two technical fouls in a game will be automatically ejected from that game and the next game. Technical fouls will count towards the team fouls.

4. Fighting or throwing a punch automatically results in a technical foul are assessed against the players' involved and immediate ejection from the league and the premises.

Stalling & Timeouts

Stalling is not allowed. **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).

TIMEOUTS:

1. Each team has (1) 1-minute timeout per game. The 25-minute game time clock WILL STOP DURING TIMEOUTS. CLOCK WILL STOP DURING INJURY TIMEOUTS.

FACILITES, SPORTSMANSHIP, PROTESTING, USE OF VIDEO, IN-GAME OFFICIATING, ETC.

1. Sportsmanship: there will be increased discipline and zero tolerance against game disruption, violence, and verbal abuse towards all participants, coaches, and spectators. Violent and intimidating behavior by anyone present is grounds for dismissal from the event.

2. Protesting, Use of Video, In-Game Officiating: The referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the referees to uphold the rules and make calls based on their knowledge, training, and what they see and hear on the court during the game. League Director(s) will not accept video or protests regarding in-game incidents, regardless of justification. All disputes must be settled on the court, by the game officials – NO PROTESTS. The League Director will have final say on all disputes and interpretations of the Rules. Please help make this a fun and positive event.