

3 on 3 Boys & Girls Clubs of Bellevue Basketball Rules

The Boys & Girls Clubs of Bellevue Athletic Department's mission is to instill a passion for play within every child that participates in our athletic programs. We hope to do this by providing a youth sports experience where encouragement for positive sportsmanship is required by all participants, parents, coaches, officials, and fans.

Who Can Play

The tournament is open to players entering grades 4th through 12th. Grades 4th, 5th and 6th will play independently. Grades 7-8th, 9-10th, and 11-12th will be interlocked.

Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time.

Bracket Types

Teams will be divided into tournament brackets according to its players' immediate upcoming grade level at school. Athletic Directors reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner. Scorekeepers will be in charge of keeping the score.

Basket Height

Baskets height will be 10 feet high for all age brackets

Basketball Size

The intermediate size ball will be used for all female games and any male games consisting of players entering grades 4th through 6th. The full size ball will be used for all other games.

Free Throw Shooting Distance

The distance for free-throws will be set at 10 feet for brackets consisting of teams whose players are entering grade 4; the distance will be 15 feet for all other brackets.

Two-Point Shooting Distance

The distance for two-point shooting is 19 feet for all brackets; the two-point shooting line will be marked with blue tape on the court.

Stealing the Ball

Stealing the ball will be allowed in all brackets.

Time-Out

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

Jump Ball

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

Substitutions

Substitutions may only be made during a time-out or a “dead ball” situation.

Which Team Receives the Ball First

A coin toss or rock, paper, scissors prior to each game will determine which team gets the ball out-of-bounds first.

Checked Ball

The ball must be “checked” by an opposing player before it is put into play. The ball must then be passed to begin play. The player receiving this initial pass must be behind the free-throw line extended.

Change of Possession

The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no “make it, take it” rule.

Taking It Back

The ball will be “taken back” on each **attempted shot**. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the dashed 2 point arc.

Ball Out-of-Bounds

A ball out-of-bounds will be taken out from behind the 2 point arc.

Authorized Equipment & Apparel

Uniforms may **NOT** be altered in any way (cut, ripped, marked). If the Athletic Director or official determines the jersey is altered the person or persons will be removed from the game and have to find an approved same color shirt. **BEFORE ENTERING THE GAME ALL PLAYERS MUST HAVE THEIR JERSEY’S TUCKED IN.**

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. Officials retain the right to disallow any equipment or apparel that it judged to be dangerous or inappropriate.

Length of Game – All Divisions

The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 25 minute clock is stopped during team time-outs and if the official stops play for a player injury, or other unusual circumstance. If neither team has reached a score of 20 points, the official shall stop the game after 25 minutes of play. If at this point of interruption a team has a lead of 2 or more points, that team is declared the

winner. If neither team has at least a 2 point advantage, the overtime rule will be activated. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 20 points, will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime.

Use these examples as a guideline:

SCORES AT BEGINNING OF THE OVERTIME SESSION

Score of 19 to 18: the first team to 20 wins (no game goes beyond 20 points)

Score of 16 to 16: the first team to 18 wins

Score of 8 to 7: the first team to 10 wins

Score of 14 to 12: no overtime is needed since the leading team has at least a 2 point lead

Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

Fouls

Each court will have one referee who will be officiating the game. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

Technical Fouls

A technical foul will be called for unsportsmanlike acts such as swearing, taunting, baiting, or trash talking. The athletic director may also assess a technical foul if he or she determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and 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 officials observation of the act, is not a legitimate attempt to directly play the ball. An intentional foul results in one point for the offended team and possession of the ball.

Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be

suspended from play for the remainder of that game and possibly for the rest of the tournament as determined by an athletic director.

Player Injury

The 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 and 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. If it is believed that a player has lost consciousness during a game, or is severely injured, the Boys & Girls Clubs of Bellevue will require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

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.

Use of Illegal Players

The players listed on the team entry form are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 8:00 a.m. on Saturday, August 14th, 2010. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of a teams first game, every player will sign a Release and Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.

False Information

Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

The Boys & Girls Clubs of Bellevue athletic directors have the power to make decisions on any points not specifically covered in the Rules and shall also have the complete authorization to interpret the intent and purpose of these Rules.