



Fryeday Sports 3-ON-3 BASKETBALL LEAUGE RULES:

The following rules have been designed to ensure fair play for all participants. Each player and coach are expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the Fryeday Sports League Officials.

Prior to the Game:

THE HEAD COACH OR TEAM CAPTAIN WILL REPRESENT THEIR TEAM AS A SPOKESPERSON AT ALL TIMES and must verify the score sheet has correct roster prior to each game.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players. A coin flip prior to the start of the game will determine which team has the initial possession. The "Home Team" will call the coin flip. Each player must have a number on their shirt/uniform.

League Awards:

- Individual Championship Trophies for each player on the championship team for each age group.
- League MVP Trophy for each age group.
- All Awards will be given at the end of season "League Ceremony Celebration".

Starting Play:

- The ball must be thrown (not dribbled) at the check in box.

Game Play:

- **Length of Games:** Two 10-minute halves.
- **Overtime:** If the score is tied at the end of regulation, the game goes to overtime. A coin flip determines which team has the initial possession. There will be a 2-minute Overtime Period. If the game is tied after the first overtime, A "Sudden Death" 2nd overtime period will take place. A coin flip will also determine who starts with possession. Game winner is the first team to score a basket. Winning basket can be 2-point make, 3-point make, or free throw make.
- **No Make It Take It:** The ball changes possession after each scored basket.
- **Shot clock:** There will be a 14 second shot clock.
- **Jump Balls:** All jump balls become the possession of the defensive team.
- **Time Outs:** Each team is allowed two 30-second time-outs per half.
- **Taking It Back:** When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the arc. Failure to "take it back" is a violation. Each Individual Violation: Change of Possession.
- **Throw In/Resuming Play:** The ball must be "checked" after every out of bounds or opposite team score.
- **No face guarding.** (First Violation: Warning from referee or court monitor. (Each Additional Violation: Change of possession.)
- **Out of Bounds/Resuming Play:** the ball must be "checked" every out of bounds.
- **Offensive 3-Seconds Violation:** This zone is the box in front of the basket. An offensive player CANNOT remain stationary (i.e. "post up") with both feet in this box AND receive the ball when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone. (First Violation: Warning from referee or court monitor. Each Additional Violation: Change of possession.)
- **Steals:** If the defending team steals the ball, the team that steals the ball does not have to take the ball back behind the arc.
- **Scoring:** Baskets are worth 2-points and basket made from behind the 3-Point line are worth 3-points.
- **Free Throws:** Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (2 for 2 pointer and 3 for 3 pointer). All free throws are dead balls.
- **Personal Fouls:** The referee will record each personal foul, but players do not foul out. Upon receiving the eighth team foul, the player fouled shoots one free throws, unless fouled in the act of shooting. Team Fouls 1 through 7 Check ball from check box, unless fouled in the act of shooting. Team Fouls 8+ One free throw, unless fouled in the act of shooting.
- **Flagrant Fouls:** Flagrant Fouls are called by the referee or court monitor. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc; if technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct. (First Offense: Player fouled will shoot two free throws and their teams retains possession from check box.) (Second Offense: Team forfeits game to the other team as the game will be considered too unsafe to continue.)