

Conqueror Basketball League 3v3 Rules



The following rules have been designed to ensure fair play for all participants:

Each player is expected to understand these rules prior to participation.

Game Rules/Guidelines:

- Length of the Game - First team to score 30 points, or 25 minutes. Each court will use one score clock, which will run continuously and not stop. Each court will have its own time clock.
- Rock/Paper/Scissors (2 of 3) to the start of the game will determine which team has the initial possession. Overtime possession will also be determined by Rock/Paper/Scissors.
- Substitution is only allowed during dead ball situations. (checked-ball / dead ball)
- After a made basket or dead ball, the ball must be checked at the top of the key. The top of the key can be defined as anywhere above the free throw line extended, and beyond the three-point arc. A player MUST start the possession with an ENTRY PASS.
- After a missed basket or change of possession, a team must take the ball back behind the three-point line, and does not have to check. This can be via the dribble or a pass. The player must have two feet and the ball behind the three-point line.

******OVERTIMES ARE SUDDEN DEATH (FIRST TEAM TO SCORE) - NO TIES!**

- The ball changes possession after each scored basket.
- No Stalling - A team will be warned and then a 30 second count will be started and kept by the game official.
- Jump Balls = Alternate Possession.
- Time Outs – No timeouts allowed.
- Player Fouls – Individual Player Fouls will not be kept.
- Players should arrive on their game court 5 minutes before start time (unless finishing a back-to-back game on another court)

Scoring:

- Made Baskets from inside the arc = 2 points and Made Baskets outside the arc = 3 points*
- Made free-throw = On a shooting foul, or after 5 team fouls, the opposing team will shoot 1 free throw to make 2 points. If the shooting foul occurs beyond the three-point line, the opposing team will shoot 1 free throw to score 3 points.
- Tiebreaker/Standings are as follows:
 - 1) Head-to-Head
 - 2) Point Differential (15 max per game)
 - 3) Points Allowed.

- Forfeits will be scored as 15-0.

Free Throws – All non-shooting players must stand behind free throw lane arc and behind the 3-point line. After each made or missed free throw, the non-shooting team takes possession of the ball, and play resumes with the ball checked at the top of the key. Only one free throw awarded / counts either 2 or 3 points (see SCORING above). A Free Throw will be awarded after the opponent's 5th team foul. Once a team has 5 fouls, the opposing team will shoot one free throw to make 2 points. Intentional fouls, flagrant fouls, technical fouls, or abusive contact (including verbal abuse) will result in one free throw to make 2 points, plus ball possession. Continued technical and/or flagrant fouls will result in game forfeiture.

Rim Height and Ball Size:

- 1st & 2nd Grades = 8-1/2' Rim Height and 27.5' ball size
- 3rd Grade = 10' Rim Height and 27.5" Ball Size
- 4th thru 8th Grades = 10' Rim Height and 28.5" Ball Size

Coaches/Team Captains/Uniforms/Player Decorum:

- Each team must have a designated team captain that will represent his/her team as a spokesperson at all times. Adult bench supervision is required for each team 6th grade and below, at every game.
- Each team needs to wear similar color shirts. Jersey #'s are not required.
- Absolutely no violence, profanity, or other inappropriate behavior of any kind will be tolerated.

Spectator Decorum:

Spectators who cross the line and verbally abuse or berate the officials will be removed from the facility. If a spectator is removed from the facility, they are not allowed to return for the remainder of the day. We encourage you to simply show up and cheer on your loved one and their teammates. If you do not address the referees, you will have nothing to worry about.

Coaches Decorum:

Each team 6th grade and younger must have an adult on the bench at all times. This can be a parent or coach. Only the head coach is allowed to address the official. The assistant coach may not address the officials. If a coach or assistant coach receives a technical foul, the seat belt rule will apply and both coaches will need to sit for the remainder of the game. If a coach receives two technical fouls, they will be ejected, must leave the facility immediately, and may not return to the facility for the remainder of the day.