

# Clayton County 3v3 Youth Basketball Rules

The official Clayton County Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game listed below.

## **Art. 1 Court and ball**

The game of 3x3 is played on a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep, with regular basketball court markings, including a 19-foot free throw line, and a 22-foot 2-point line. Half of a traditional basketball court may be used.

An age-appropriate size basketball will be used for all competitions.

## **Art. 2 Teams**

Each team shall consist of 4 players (3 players on the court and 1 substitute).

## **Art. 3 Game officials**

The game shall consist of 1 referee and 1 time/score keeper.

## **Art. 4 Beginning of the game**

**4.1.** Both teams shall warm-up simultaneously prior to the game.

**4.2.** A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

**4.3.** The game must start with three players on the court.

## **Art. 5 Scoring**

**5.1.** Every successful shot inside the arc shall be awarded 1 point.

**5.2.** Every successful shot behind the arc shall be awarded 2 points.

**5.3.** Every successful free throw shall be awarded 1 point.

## **Art. 6 Playing time/Winner of a game**

**6.1.** The regular playing time shall be as follows: two periods of 8 minutes playing time for the u8 division, and two periods of 10 minutes playing time for the u10 and older divisions. There shall be a 5-minute halftime. The clock shall be stopped during free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

**6.2.** If the score is tied at the end of playing time, an extra period of two minutes will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

**6.3.** A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play.

**6.4.** A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified.

## **Art. 7 Fouls/Free throws**

**7.1.** A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls subject to art. 15.

**7.2.** Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

**7.3.** Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

**7.4.** Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

**7.5.** Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

## **Art. 8 How the ball is played**

**8.1.** Following each successful field goal or last free throw (except for article 7.5), a player from a non-scoring team will resume the game by dribbling or passing the ball from a place on the court behind the arc.

**8.2.** Following each unsuccessful field goal or last free throw (except for article 7.5), if the defensive team rebounds or steals the ball, it must return the ball behind the arc.

**8.3.** Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball between the defensive and the offensive player (“check ball”) behind the arc at the top of the key.

**8.4.** A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.

**8.5.** In the event of a jump ball situation, the defensive team shall be awarded the ball.

## **Art. 9 Stalling**

**9.1.** Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

**9.2.** If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

## **Art. 10 Substitutions**

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

## **Art. 11 Time-outs**

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

## **Art.12 Protest procedure**

There are no protests for the 3v3 basketball program.

## **Art. 13 Disqualification**

A player committing two unsportsmanlike fouls will be disqualified from the game by the officials. The league may disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, or any other breach of the Clayton County Athletics Code of Ethics. The league may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior.