



## YMCA Men's 3 on 3 Basketball Rules



1. No additions or changes can be made to a team's roster after games have started. Only exception is due to injury and must be approved by the league director. All players must play in at least 4 games during the season to become eligible for the tournament. Teams with 7 players cannot replace an injured player until they fall below 6 team members.
2. Teams using players' not officially registered or using falsified information on rosters will be automatically disqualified from the league with no refund given. Team captains are responsible and will be held accountable for all information. Players are not allowed to be on multiple rosters.
3. The format of the league will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division.
4. Extra players and/or spectators will be recruited to run the scoreboard. Captains will be trained on its usage prior to the start of the season. All disputes will be decided by a coin flip (or other predetermined method) if they cannot be resolved on the court.
5. Physically or verbally threatening or abusing another player or scorekeeper is cause for immediate disqualification. Be good sports.
6. Players and/or teams may be removed from the game at the discretion of a court monitor (if available) for abusive behavior, flagrant fouls, rough play or foul language. Unruly parents and/or fans may also be removed from the area.
7. Teams must be at their court at the scheduled time. A five-minute forfeit time will be strictly enforced.
8. The home team will be listed first on the schedule and will start the second half with the ball (Away team starts game).
9. Running Clock - 20 minute halves. 5 minute Halftime. 2 Minute Overtime if needed. If a second overtime period is needed it will be sudden death.
10. Free substitution is allowed as long as there are never 4 on the court at a time and the sub enters through the backcourt when on offense (no cherry-picking or fast-breaks allowed when subbing) to allow the defense to match up appropriately.
11. One timeout per half for each team.
12. Both feet must be clearly behind the 3-point line (when the shot is attempted) for the shot to count as three points.
13. The player who is fouled is responsible for calling the foul. The foul must be called immediately in a clear and loud manner and all action must stop. If the player is fouled while shooting and makes the basket, the basket counts (the foul counts) and the opposing team takes possession. Otherwise, the team that was fouled retains possession and the ball is checked in as usual if the shot misses.
14. If the court monitor rules that a foul was flagrant or meant to cause harm, the player fouled will shoot one free throw and that team will keep possession of the ball. The player called with a flagrant foul will get one warning. Any further flagrant fouls will result in immediate ejection from the game.
15. Any player(s) involved in fighting or continued misconduct will be disqualified from the league and will not be allowed to participate in future tournaments. This league's goal is to exemplify Christ like behavior and focus on character development so there is a zero tolerance rule here.
16. There is dunking allowed, however, if the player who dunks hangs on the rim they will lose the point and the ball.
17. Jump balls always go to the defense. They do not go to the team that yells "first".
18. The top of the backboard is out of bounds. The sides and bottom of the backboard are in bounds.
19. In the final 2 minutes of the game, the clock stops on dead balls if game is within 15 points
20. Last 2 minutes of the game non-shooting fouls is 1 and 1, defense or offense can call fouls during this time. Shooting fouls result in the appropriate number of free throws (2 or 3) during this time as well.