

2018 Wheaton Park District Summer

3-on-3 Basketball Rules

- Home Team gets the ball to start the game at Half Court.
 - Referee will hand the ball to the home team player at the top of the key to start the game. Player can dribble or pass to start the game.
- Only Half court will be used
- A team must have 2 players on the court to start a game
- Maximum of 6 players on a roster.
- **Clock**
 - (2) 12 minute halves, running clock
 - Clock with stop on all timeouts and during free throws
 - 3 minute half time
- **Scoring**
 - 2 and 3 pointers
 - 1 point for free throws
 - There is NO win by 2 points rule
 - No make it take it
- **Overtime**
 - There will be (1) 3 minute overtime period if tied after regulation
 - Each team will get (1) 1 minute timeout
 - No timeouts carry over
- **Rim Height**
 - K-1st = 8 feet
 - 2nd - 5th = 9 feet
 - 6th-8th = 10 Feet
- **Basketball Size**
 - K-3rd = Size 27
 - 4th & 5th = Size 28.5
 - 6th & 8th = Men's size
- **Free Throw Distance**
 - K-3rd = 8 feet
 - 4th & 5th = 10 feet (allowing the players to jump past the line)
 - 6th- 8th = Normal
- **Fouls**
 - All personal fouls will be counted towards Team Fouls.
 - No foul outs.
 - On a pleyers 6th personal foul, the other team receives 2 shots and the ball.
 - No 1&1 for bonus for free throws, go straight to double bonus when there is 6 team fouls (per half).
 - Team fouls reset at halftime.
- **Stalling**

- Stalling is prohibited at all times. Stalling involves 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
- **Time Outs**
 - Each Team is allowed (1) one minute timeout per half
- **Substitutions**
 - Subs may only occur during a timeout or “dead ball” situation.
 - All subs must check in with the scores table before entering the game.
- **Playing time**
 - All players must play at least half the game
- **Stealing**
 - ALL Steals must be taken back behind the 3 point line.
 - The ball must go past the 3 point line to be considered taken back.
 - Players in all age categories may steal the ball when it is being passed.
 - Leagues consisting of teams in Grades K-1st will have a no-steal rule when a player is either dribbling or holding the ball.
- **Taking the Ball Back**
 - 3 point line is considered “taking it back”
 - The ball must go past the 3 point line to be considered taken back.
 - The ball MUST be “taken back” on each change of possession, any steals or air balls, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored.
 - Defensive rebounds that touch the rim must be taken back behind the 3 point line.
 - Taking it back can be either a pass or dribble.
- **Ball Out of Bounds**
 - Any ball that goes out of bounds underneath the basket will be taken out from that point. Any ball that goes out of bounds on the sidelines will be taken back in from the half court line.
 - Ball must be passed in from the half court if the ball went out of bounds on the sideline.
- **Jump Balls**
 - Jump balls will be handled the same as a 5-on-5 game would be, alternating possessions.
- **Defense**
 - No Zone Defense Allowed.