

3rd & 4th GRADE 3-on-3 BASKETBALL RULES

General Information

1. Games will be played as scheduled except under extreme weather conditions. Listen to WWGZ 103 FM or WLSP 1530 AM, or call the City of Lapeer Parks & Recreation Activity Update & Cancellation Line, 667-7163, for a recording of game day information.
2. Parents should be reminded that this is an instructional and recreation program. All rule infractions will not be enforced. Officials will call violations in the best interest of play.
3. Cheering and support of players is welcome. **If negative comments occur, the gym supervisor will address them.**
4. Appropriate clothing such as shorts, tennis shoes, etc., will be the responsibility of the players. **Street shoes should not be worn in the gym. Make sure to change shoes before entering the gym.**
5. All protests must be settled at game time.
6. High School Rules will be in effect except as modified by the Special Game Rules listed below.

Special Game Rules

1. Games will be eighteen minutes-running clock. If the score is tied one (1) sudden death (first team to score wins) overtime period of one (1) minute will be played. If no points are scored in overtime the game ends as a tie.
2. Clock will be a running clock except during time-outs and player injuries.
3. Each team will be allowed one, 30 second time-out per game.
4. After each change of possession during play (a rebound or a steal), the ball must be taken back beyond the three-point arch (the take back line). Once the defense assumes possession of the ball, either a steal or rebound they have free passage in getting the ball to the take back line. After a score or whistle, the ball must (1) change possession and (2) be checked by the defense before play begins.
5. To restart or begin play, the ball must be passed in bounds.
6. Defense must stay within the 3-point circle until the second offensive player touches the ball or the ball enters the 3-point circle. Once the second offensive player touches the ball or the ball enters the circle, defense can be played any where in the half court. The playing court will be designated by four out-of-bounds lines and play can take place anywhere within those boundaries.
7. Man-to-man defense only.
8. Game's first possession will be determined by a coin flip. Jump ball will go to defense.
9. Fouls and violations will be called by referees. Players cannot foul out; however, emphasis will be on non-contact. The officials may sit a player if that player continually fouls.
10. Bonus free throws will not be awarded for non-shooting fouls. Team will simply take ball from the take back line
11. Free throw guidelines:
 - a. One shot if the foul is against a player in the act of shooting and the shot is *missed*. **If the free throw is made, defense gets the ball back. If the free throw is missed, the shooting team gets to take the ball out from the take back line.**
 - b. No free throw if the foul is against a player in the act of shooting and the shot is *made*.
12. **Free throws will be taken from a Modified Free Throw Line.**
13. Shots will be scored as 1 or 2 points (2 pointers are from behind the arch). Baskets will only count if the shot is taken during the time the opposing team can actively play defense (ball enters 3-point circle, the ball is touched by a second defensive player).
14. All players **must play** in at least half of each game.
15. Teams must have at least two players to consider the game official.
16. Participants must be removed from the game if they are bleeding or have any open wounds. All blood or any other bodily fluid must be removed from all clothing before participants may re-enter the contest.
17. Coaches must remain seated throughout the game unless it is to instruct a child by demonstrating an action or to talk to his/her team that is seated on the bench.

REMEMBER: KID'S FIRST....WINNING SECOND!