



Lake Community YMCA 3 on 3 Basketball League Rules (Revised 9-5-19)

MISCELLANEOUS:

- All games will be played with a 29.5, regulation men's size basketball.
- Games will be played using modified high school rules.
- Players may only participate in the league with their correct age category. The YMCA reserves the right to ask for identification before allowing the player to participate.
- Players may only play on (1) team.
- No changes to the team roster will be allowed after the second game of the season. Team rosters may have a maximum of (6) players.
- Each player must wear their designated game shirt or a shirt of the same color as their team or they will not be permitted to play. Exceptions may be made by the Director or until the designated shirts arrive. Players are not permitted to wear earrings, necklaces, or bracelets of any kind.
- Please be respectful and pick-up after yourself (i.e. empty water bottles, athletic tape, etc.). Trash receptacles are located in the YMCA Field House.

GAME PLAY:

- A (5) minute grace period will be allotted if a team is not ready or have enough players at the designated game start time. If after (5) minutes a team is still not ready, the contest will result in a forfeit. (2) forfeits will result in a team not being eligible for the post-season tournament. Per insurance and liability reasons, game officials do not officiate a game that is considered a "forfeit." For the benefit of all teams involved, please be sure that your players are present and ready at their designated game start time.
- (1) game official will be assigned to each game.
- (3) players must be present from each team to begin a game.
- A coin toss will determine who gets the ball first to begin the game.
- Game play will consist of (2) twenty minute periods with a continuous clock. The clock will be standard and stop on every whistle beginning with 2 minutes to go in the 1st period and 2 minutes to go in the 2nd period. The clock will not stop on made baskets. The clock will also stop during time-outs and injuries.
- On free throws, players may enter the lane upon the ball release. The shooter may not enter the lane until the ball hits the rim. Players behind arc must wait until the ball hits the rim.
- If the ball hits any part of the walking track, it will be considered a dead ball. If the ball bounces over the backboard, it will be considered a dead ball.
- Stalling is prohibited and will result in a technical foul. This will be at enforced at the official's discretion.
- There will be no throwing-in of the ball from out of bounds. All restarts will begin with possession beyond the arc.

CHANGE OF POSSESSION:

- The ball will change possession after a made basket with the exception of a technical, intentional, or flagrant foul. There is no "make it, take it" rule. Players MUST "check the ball" after a made basket, and to begin a possession after a dead ball. Players must pass the ball to a player on their team to begin the possession.
- The ball must be "taken back" on each change of possession – regardless of whether or not a shot was attempted. Failure to "take it back," will result in a violation/loss of possession and any points just scored.
- To be considered a "take back," both feet must be beyond the arc.

SUBSTITUTIONS:

- Substitutions may occur after a made basket, during a time-out, or a dead ball situation. All substitutes must report to the scorer's table before entering the game.

SCORING:

- Teams do not need to achieve a certain point total nor do teams need to win by (2). At the conclusion of the two periods, the team with the higher point total will be declared the winner.
- All baskets made inside the arc will result in (2) points. All baskets made beyond the arc will result in (3) points.
- If a player is fouled in the act of shooting inside the arc and misses the shot, (2) free throw will be awarded. If a player is fouled in the act of shooting beyond the arc and misses the shot, (3) free throws will be awarded. If a player is fouled in the act of shooting inside the arc and makes the shot, (1) free throw will be awarded. If a player is fouled in the act of shooting beyond the arc and makes the shot, (1) free throw will be awarded.

- Players may line-up any way they wish on a free throw attempt, as long as the opposing team occupies the low block spot.
- Players will be eliminated from the game after (5) personal fouls. Technical fouls will count toward player personal fouls. Two technical fouls will result in the player being ejected from the game. Any player ejected for conduct will not be eligible to play in the team's next (2) scheduled games. No exceptions. The game the player has been ejected from, will not count towards to the (2) games. If the same player is ejected for conduct in a separate game - resulting in a total of (2) games being ejected - that player will not be able to participate in the league.
- Fighting will result in immediate suspension from the league (Games determined by administration).
- Teams will enter the bonus and shoot a one-and-one on the 7th team foul. Teams will enter the double bonus and shoot (2) free throws on the 10th team foul.
- For any flagrant, intentional, or technical foul, teams will be awarded (1) free throw and possession of the ball.

TIME-OUTS:

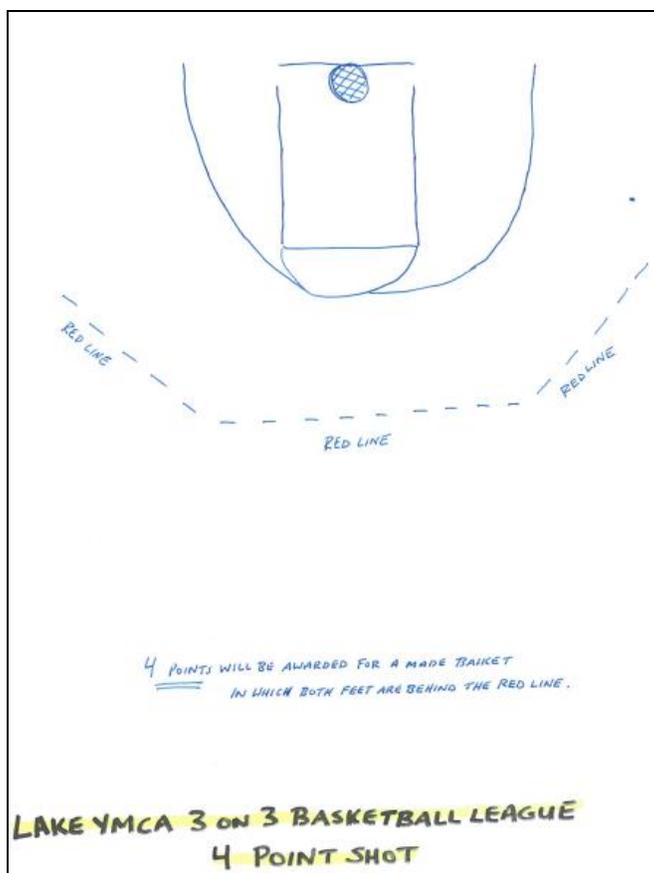
- Each team will be given (1) 30 second time-out per half. Time-outs do not carry over into the second half. Teams will not receive any time-outs for overtime play.

MERCY RULE:

- The game will end anytime the lead is at least 20 points, beginning with 2 minutes to go in the second half.

OVERTIME:

- If the score is tied at the end of the allotted (2) twenty minute periods, overtime will occur. A coin toss will determine who gets the ball first to begin overtime. Overtime will consist of (1) two minute period. The clock will stop on every whistle. If the score remains tied at the end of overtime, a second overtime will occur. Overtime periods will continue until at the end of the allotted time one team is ahead and declared the winner.



****This is a YMCA league; therefore, YMCA conduct is expected! The use of foul language will not be tolerated. Abusive language directed towards anyone will result in technical fouls, suspension, or removal from the league****

Questions?

Contact Rob Dent, Sports Director/Associate Executive Director, Lake Community YMCA, 330-877-8933, rdent@ymcastark.org