

SOLID ROCK

BASKETBALL

3 ON 3 RULES

RULES:

1. A coin flip prior to the start of the game will determine which team has the initial possession. Overtime possession will also be determined by a coin flip.
2. Substitution is only allowed during dead ball situation. (checked ball, dead ball, or timeout)
3. After a made basket or dead ball the ball must be checked at the top of the key. The top of the key can be defined as anywhere from the volleyball spike line to the three-point arch. A player will be allowed to start the possession with the dribble or an entry pass.
4. After a missed basket or change of possession, a team must take the ball back behind the three-point line and does not have to check. This can be via the dribble or a pass. The player must have two feet and the ball behind the three-point line.
5. Length of the Game; First team to score 35 points, or 25 minutes. Each court will use one score clock, which will run continuously and not stop. Both half courts will work off one main clock at half-court. Overtime will be 3:00 running clock. In the event of a tie game after the first overtime, then play will be determined by sudden death. The home team will get the ball first and get one possession to score. If they do score, the visiting team gets one possession to score as well. If they do not, game is over. If they do score, play will continue to go back and forth until a winner is determined.
6. The ball changes possession after each scored basket.
7. Jump balls/tie ups will alternate.
8. In the event of a forfeit, score will be posted as 15-0
9. Scoring -
Made Baskets from inside the arc = 2 points
Made Baskets outside the arc = 3 points
Made free-throw = shoot 1 to make 2/3

10. Free Throws –

All players must stand behind the 3-point line. On all made free throws, play resumes with a change of possession, and the ball thrown in at the top of the key. After a missed free throw, on the release, the ball is live and all players behind the 3-point line may now hustle to get possession. Whoever gets possession, that team must take back behind 3-point line, to get back to game play. Only one free throw awarded for on the shot fouls. These count for either 2 or 3 points. 2nd grade teams will shoot free throws at closer free throw line.

11. Rim Height -

All divisions (2nd-8th) will play at 10 feet.

13. Ball Size –

7th/8th Grade Boys will play with a men's ball; All other divisions will play with a 28.5 ball.

14. Time Outs –

1 TIME OUT ALLOWED PER TEAM FOR THE WHOLE GAME INCLUDING OVERTIME.

REGULATIONS

1. Teams are allowed a maximum of 5 players. Each team must have a designated team captain that will represent his/her team as a spokesperson at all times.

2. All participation fees must be paid prior to participating in league games!

3. Each team needs to wear similar color shirts.

4. Absolutely no violence, profanity, or other inappropriate behavior of any kind will be tolerated.

Fan Behavior: We have a zero-tolerance policy regarding challenging our officials. Fans/Parents who challenge or berate the officials will be removed from Solid Rock. If a spectator is removed from Solid Rock, they will not be allowed to re-enter until first meeting with Craig Wiginton, Solid Rock Basketball General Manager. Repeat offenders will be banned permanently from Solid Rock. Like players and coaches, officials will from time to time miss calls, and as a spectator, you do not have a right to admonish or berate officials. We encourage you to simply show up and cheer on your loved one and their teammates. This is a fun league for kids, and we will not tolerate adults who ruin it. If we at Solid Rock are not meeting your expectations in ANY way, we WANT TO KNOW! Please contact Craig Wiginton via email at craig@solidrockbasketball.com, with any concerns, and he will look into your concerns and take it from there.