



YMCA Spring 3-on-3 Basketball Classic Rules

Game Length

Youth & High School – Games to 15 points and win by 2, up to a maximum of 20 points or 25 minutes; whichever comes first. Continuous running clock except for the last 30 seconds when the clock will stop on every dead ball.

Adults – Games to 20 points and win by 2, up to a maximum of 25 points or 25 minutes; whichever comes first. Continuous running clock except for the last 30 seconds when the clock will stop on every dead ball.

Timeouts

Each team is allowed (1) one-minute time-out per game.

Forfeit

Court monitor or official will forfeit a team if no team representative is present at the start of the game. A full team does not need to be present to compete. A team can play with 1 or 2 players, if the entire team is not present at the start of the game.

No Dunking

No dunking is allowed in warm-ups or games. Players will be warned. After the first warning, it will result in a technical foul. Repeated offences will result in dismissal from the tournament.

Substitutions

Substitutions are allowed only during dead ball situations. You do not need to check in at the score table to enter the game.

Fouls

A) Free Throws

1. A free throw is awarded to the fouled player on and after the 7th team foul.
2. All free throws are dead balls.
3. Players can choose to shoot a 1-point free throw attempt from the free throw line or a 2-point free throw attempt from the three-point line.
4. After a made free throw, the possession goes to the defensive team. If a free throw is missed, the offense retains possession of the ball only on a 1-point free throw attempt. If a 2-point free throw is attempted and is made or missed, the ball changes possession.
5. If the offensive player is fouled during the act of shooting and the shot is made – the basket counts and a free throw is awarded. The ball, whether the free throw is made or missed, changes possession. The same rule applies to a 2-point shot.
6. All flagrant fouls will be counted as a team foul.
7. A foul on 2-point field goal attempt will result in two free throws from the 1-point free throw line or one free throw from the 2-point free throw line if the attempt was not successful. If any of the attempts are made the ball goes to the defense.

B) Intentional

If an official or court monitor calls an intentional foul, a choice between a free throw from the free throw line or a shot from behind the two-point line for a two point shot will be awarded. The team captain may designate the player to shoot. The offensive team will retain possession of the ball whether the shot is made or missed. Continuous intentional fouling as interpreted by the court official or court monitor will result in forfeiture of the game and potential dismissal from the tournament.

C) Flagrant

A contact foul that is intended to hurt an opponent, court official/monitor or spectator – or a non-contact foul involving vulgar or verbally abusive behavior (i.e. “trash talking”) will result in the player being ejected from the game. The offended team will be awarded one point and possession of the ball. A player receiving two flagrant fouls will be ejected from the tournament.

D) Fighting

Fighting will not be tolerated. Under no circumstances will throwing a punch or tackling of another person be permitted. Such behavior will result in a flagrant foul and immediate dismissal of the individual from the tournament. Continued inappropriate behavior from an individual after being ejected from a game will cause Tournament Officials to escort the individual off the tournament grounds.

Scoring

1. A field goal is worth 1 point.
2. A field goal from behind the three-point line is worth 2 points.
3. A free throw from the free throw line is worth 1 point.
4. A free throw from the three-point line is worth 2 points.

Starting Possession and Change of Possession

1. One team will guess “odd or even” from the official to determine starting possession.
2. A jump ball will then be on an alternating basis.
3. The ball will change possession after every made basket.
4. All violations, fouls, made baskets and out of bounds will result in a dead ball situation.
5. All dead balls are in-bounded at the top of the key beyond the three-point line.
6. Before putting a dead ball into play, the ball must be checked by an opposing player. The in-bounder must pass the ball to put it into play.
7. If the player who is attempting to put the ball into play begins to dribble before the ball is passed it results in loss of possession.
8. Following all defensive rebounds and any steal within the three-point line, the ball must be taken back beyond the three-point line.
 - (a) Taking back means both feet and the ball are behind the three-point line.
 - (b) A violation occurs if a basket is made by a team failing to properly take the ball back. The point will be lost and the possession of the ball will go to the other team.
 - (c) A defensive team and or the court official should warn the offensive team that the ball was not properly taken back prior to a shot attempt to give them the opportunity to get the ball taken back properly.
9. A steal outside the three-point line can be converted into an immediate basket.
10. In the competitive divisions (H.S. and Adult) the game clock will stop in the last 30 seconds in all dead ball situations.
11. All divisions will use a 3 second lane.

Tie Score

If the game is tied after the allotted time expires, the team that did not get to do “odd or even” at the beginning of the game will do it to determine possession in overtime. The first team to score wins the game.