

Burlington Recreation
3 vs 3
Youth Basketball Rules

I. MISCELLANEOUS INFORMATION

- A. Jewelry Policy:** For safety reasons no player will be allowed to participate with any form of jewelry.
- B.** An intermediate size basketball will be used for all league games.
- C. NO POP, JUICES, OR FOOD IN ANY OF THE GYMS! WATER BOTTLES WILL BE ALLOWED FOR PARTICIPANTS AS LONG AS TRASH IS BEING PICKED UP IMMEDIATELY FOLLOWING EACH GAME.**
- D.** Coaches are asked to print team name, both the first and last name of each player, and uniform number on score sheet. Players are to be listed in numerical order (i.e. 1 - 10).
- E.** For game cancellation information due to severe weather conditions, call (620) 364-8484. For weekday practices, if school is closed or canceled due to inclement weather, practices shall be canceled.

II. LENGTH OF GAME

- A.** Games will consist of two (2) 10-minute halves with a 3-minute half time. The clock will not stop until the last minute of each half. During this time the clock will stop on each whistle.
- B. Time Outs:** Each team will have 1 full time out per half. This makes two full time outs per game.
- C. Overtime** –If teams are tied at the conclusion regulation, a (2) minute sudden death overtime will occur. The first team to score in this overtime period will be declared the winner. If neither team scores the game shall result in a tie.

III. PARTICIPATION GUIDELINES

- A.** This league is not designed to be about winning and losing. Skill development and participation should be stressed.
- B.** Every eligible player must participate in half of each game. Players may be sat down for one half for disciplinary reasons or for not attending practices. In these circumstances those players must participate in at least ¼ of said game.

VI. GAME INFORMATION

- A. Possession:** All possessions will begin with the official handing the offensive team the ball at the top of the key. Any live ball turnovers or missed shot rebounds must be taken and cleared at the top of the key before attempting to score. All dead balls will have the new possession start at the top of the key.
- B. Alternating Possession:** Initial possession will be decided by a coin toss. After the initial coin toss, possession will alternate on each tie-up and at halftime throughout the remainder of the game. Example: Team A wins 1st half coin toss. Team B would get possession on next jump-ball situation or start of next half, etc.
- C. Goal Height:** The goal height will be eight (8) feet.
- D. Free Throws:** The free throw line will be at 12 feet. Only 2 players from each team may be lined up on the lane because of the shorter free throw line.
- E. Scoring:** Baskets made from any distance will be awarded 2 points.
- F. Fouls:** During the first six personal fouls on a team, the ball will be taken out of bounds nearest the infraction. The seventh team foul and proceeding fouls will be awarded a one-and-one free throw opportunity. All fouls committed in act of shooting will be awarded 2 free throws. If the shot was made, the shooter will receive one (1) free throw with basket counting. Intentional or flagrant fouls will be an automatic two (2) points for opposing team, and they will receive the ball out of bounds at the spot of the foul.

G. Defense:

- Players in possession of the ball must make an attempt to score or pass the ball within a reasonable time if being closely guarded. The rule for being closely guarded should be called after an extended 5 seconds count. An offensive player is considered to be closely guarded if the defensive player remains within 6 feet of them for the entire length of the count.
- There will be no stealing from the ball-handler. You may steal any attempted passes or loose balls, but you cannot directly take it from the ball-handler.
- No double teams or trapping will allowed. Any attempt of this kind will be blown dead and the offensive team will start with the ball at the top of the key.

H. Violations

1. Traveling, Double Dribbling, and other ball handling related violations will be called at the discretion of the officials. The rule of thumb for this age group is: If they are outside of the three point arch, violations will not be called unless, it is drastic. If they are inside the three point arch, and the player is gaining an advantage to shoot for a score or pass to a teammate for a score, then the violation should be called. If the officials do not believe that the violation will lead to a basket, the violation will not be called. These rules are set up to encourage team and individual instruction. As the season progresses the officials will be instructed to start calling more and more of these violations.

2. **Lane Violations:** Will have multiple warnings, and not be called until at least (5) seconds in the lane.

L. **Technical Fouls** - All technical fouls are two (2) points and the ball out of bounds at half court to the opposing team.

M. When ahead by a significant amount of points, the team with the lead must use one or more of the following:

This will allow your team as well as your opponents to improve their basketball skills.

1. Rotate players so that those that do not normally play as much as others get more playing time.
2. Rotate player's positions so that different players get a chance to handle the ball.
3. Have your team make three (3) passes before they can shoot the ball.
4. Only allow those that do not do most of the scoring to shoot the ball.

VII. CONDUCT

A. Do not yell or "ride" the officials. Remember that coaches set the tone for players, parents and spectators.

B. **Casual Profanity:** Casual profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials or opposing players, but is uttered by a player out of frustration. This type of behavior is penalized by a technical foul against the offending player.

Any profanity, inappropriate name-calling, or unsportsmanlike language directed to an official, player, coach or spectator may result in a technical foul and automatic ejection from the game.

C. A player/coach/spectator who is ejected will be suspended a minimum of one (1) additional game.

B. Players/Coaches/Spectators ejected from the game will leave the gym immediately or automatically forfeit the game and face possible expulsion from the league.

E. Two (2) technical fouls in one game, on a player/coach, shall result in an automatic ejection and minimum one game suspension.