

LTYA 3v3 Basketball League
Fall 2018

LTYA 3v3 Basketball league is a fun league designed for players to get additional reps in a fast paced open space environment. There is no end of season tournament. This should be fun for the boys and girls.

I. Length of Play: The first team to reach 20 points within 20 minutes of play is declared the winner. If a team is up by 11 points or more, the score will revert to 0-0 and the teams will continue to play out the original 20 minute time period (ie: the score is re-set but the clock is not). The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 20 minute clock is a running clock and is stopped on or about every 5 minutes for substitutions (on a dead ball or at the officials discretion) and all bench players must enter the game. This will be the only allowed player substitution except for player injury. The clock will also be stopped during team timeouts (each team gets 2 – 30 second time outs per game) and if the court monitor stops play for a player injury or other unusual circumstance. In all situations, the court monitor shall declare a technical foul if it is determined that a team is intentionally stalling to run out the clock. If neither team has reached a score of 20 points, the court monitor shall stop the game after 20 minutes of play and team in the lead shall be the winner.

II. Basket Height / Two Point Arc: The basket height will be 10 feet in all brackets using the standard middle school 3 point arch for our 2 point shots.

III. Basketball Size: Grade 3-5 will use a 28.5 inch ball and Grade 6-8 will use a standard 29.5 inch ball.

IV. Fouls: Basketball officials, acting as court monitors, will call fouls for all games. All fouls result in the ball being given to the opposing team except for Intentional, Flagrant or Technical fouls (see below). There will be no free throws. Intentional, Flagrant or Technical fouls, result in an automatic one point award and possession of the ball. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. **Excessive fouling by any player will result in and Excessive Fouling call and a point awarded to the opposing team as well as possession of the ball and the official may remove the player from the game. Excessive fouling is called in the sole discretion of the officials. Foul counts are not maintained and there is no fouling out.**

IV - A. Intentional Fouls: An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the basketball official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the basketball official's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

IV -B. Technical Fouls: A technical foul will be called for unsportsmanlike acts such as taunting, baiting or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In

extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a basketball official, court marshal or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by event organizers on a case by case basis. The basketball official may also assess a technical foul if he/she determines the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

IV -C. Flagrant Fouls: A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament. 11. Stealing the Ball Players is allowed in all grade levels.

V: Stalling: Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

VI. Possession: Which Team Receives the Ball First? A coin toss prior to each game and to start overtime determines which team first gets the ball.

VII. Scoring: Scoring Baskets made from inside the two point arc count for one point. Baskets made from outside the two point arc count for two points. The first team to 20 points within the 20 minute time limit is the winner. There is no winning score beyond 20 points. There is NO win by 2 rule. If neither team reaches 20 points in a timed game the team leading at the end of the 20 minute time will be the winner.

VIII. Change of Possession: The ball must change possession. There is no “make it, take it” rule.

IX. Checked Ball: The ball must be “checked” by an opposing player before it is put into play after a dead ball or basket. The check-in must occur behind the 2 point arch at the top of the key. The ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two point arc and may not double team another player. The ball may be stolen on the initial in-bounds pass provided the on-ball defender remains behind the 2 point arch and is not double teaming another offensive player. The other 2 defenders may play defense anywhere on the court including beyond the 2 point arch.

X. Taking It Back: The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just

scored. When taking the ball back, the player must bring his/her whole body and the ball behind the two point arc (beyond the 2 point arch anywhere on the court).

XI. Ball Out-of-Bounds: A ball out-of-bounds will be taken out from the 2 point arch at the top of the key and the ball checked by the opposing player before being put in play.

XII. Team Players: If a team has less than 3 players, the team should borrow a player from another team (any other LTYA 3v3 team is fine & the preference is from the opposing team). If the 2 teams playing against each other only have 5 players, they may borrow from another LTYA 3v3 team or they should play 2v2. Onsite officials may adjust the format of play based on the number of players in hopes to achieve the most play time for all players ie: if there are only 10 players present, the officials may transition into a full court 5v5 game.

XIII: All additional general Texas High School UIL basketball rules apply including the 3 second violation and the 5 second closely guarded violation. 5 second violation does apply on the initial inbounds from the top of the key as well.

THE FINE PRINT Event organizers and designated season/tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules & Regulations and shall have the sole authority to interpret the intent and purpose of these Rules & Regulations. Event organizers and designated tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies.