

3v3 Summer League Rules (rev 5/2024)

1. Officials will decide a way to determine which team has initial possession (coin flip, rock, paper, scissors, etc.). Overtime possession will also be determined the same way.
2. Substitution is only allowed during dead ball situations (checked ball, dead ball).
3. After a made basket or dead ball, the ball must be checked at the top of the key. The top of the key is anywhere from the volleyball spike line to the three-point line. **A player MUST start the possession with 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 dribble or pass. The player must have two feet behind the three-point line to confirm the change of possession.
5. Length of Games: First team to score 30 points, or 25 minutes; whichever comes first. 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 - games will start at the same time to ensure both games get the full 25 minutes of game play.
6. The ball changes possession after each scored basket.
7. No stalling - a team will be warned and then a 30-second clock will be started by the official.
8. Jump balls/tie ups will alternate.
9. Time outs: NO timeouts allowed.
10. Scoring:
 - Made baskets from inside the arc: 2 points
 - Made baskets from outside the arc: 3 points
11. Free throws:
 - Free throws will always be 1 shot for 2 or 3 points depending on the shot attempt.
 - Bonus free throws after the 5th team foul will also be 1 shot for 2 points.
 - All non-shooting players must stand behind the 3-point line. After a free throw is shot, the non-shooting team takes possession and starts their next possession with a checked ball at the top of the key.
12. Tie breaker procedures are as follows: 1) Head-to-Head with teams in the same pool 2) point differential 3) Points Allowed. Forfeits will be scored as 2-0.
13. Fouls/Flagrants: bonus awarded after the 5th team foul. Intentional fouls, flagrant fouls, or abusive contact (including verbal abuse) will result in one free throw and ball possession. Continued flagrant fouls will result in game forfeiture and team/player dismissal from the game.
14. Rim Height - 2nd Grade Boys & Girls: 9 ft rim; All other divisions: 10 ft rims
15. Ball Size - 2nd & 3rd Grade Boys/Girls: 27.5 (Junior Ball); 4th - 7th Boys & 4th - 8th Girls: 28.5 (Women's Ball); 8th Boys: 29.5 (Men's Ball)

Regulations:

1. Adult supervision is required for each team at every game.
2. Teams need to wear similar colored shirts.
3. Teams are expected to be 5 minutes early/on time for games. Game time is forfeit time!
4. Absolutely NO violence, profanity, or other inappropriate behavior of any kind will be tolerated. OSA staff can remove any player at any time from the facility if these rules are violated.

Fan Decorum: Fans who cross the line and verbally abuse or berate officials will be removed from OSA and OSA facilities. If a spectator is removed from an OSA facility, they will not be allowed to return to the facility for the remainder of the day and the following weekend. Repeat offenders will be banned permanently from OSA. Like players and coaches, officials from time to time miss calls, and as a spectator, you do not have the right to admonish or berate officials. We encourage you to show up and cheer for the kids and their teammates! If you do not address the referees, you have nothing to worry about.

Player Ejections: Any player ejected from a game will need to leave the facility for the remainder of the day.

Coaches Decorum: Only the "head coach" or adult supervisor is allowed to address the officials. If assistant coaches are on the team benches they are not allowed to address the officials. If the team bench receives a technical foul the head coach will be ejected from the game. If they are ejected from the game they will not be allowed to coach the team's next game.