



## BROOMFIELD HIGH SCHOOL 3v3 BASKETBALL LEAGUE RULES AND PHILOSOPHY



Our 3v3 league is for the players! We want players to play the game they enjoy. The key focus is FUN! This is an opportunity to develop basketball skills in a fun, non-coached, low-stressed environment. We encourage healthy competition in which kids play hard and play to win but not at the expense of belittling opponents, yelling at officials or displaying poor sportsmanship. We ask that players and parents conduct themselves appropriately and exhibit good sportsmanship.

### PLAYER/PARENTS/GUARDIANS/FANS CONDUCT

- No coaching. Cheering is encouraged. Let the kids play and figure out game management themselves.
- No swearing, taunting or inappropriate verbal or physical behavior. Unsportsmanlike play may result in: 1) Warning; 2) sitting out (ref discretion); or 3) ejection from game or league.
- If unnecessary or excessive fouls occur, the ref may end the game early.
- No hanging on the rim or net. NO DUNKING. AUTOMATIC EJECTION.
- Players playing on their High School teams cannot play in our winter leagues.
- Appropriate athletic footwear is required. (No sandals, crocs, slip-ons, etc...)
- Players cannot wear loose jewelry, watches, or have air pods/earbuds in while playing.
- **Schedules and standings are posted on [broomfieldathletics.com](http://broomfieldathletics.com).**

### GAME PLAY

- Games are 24 minutes with a running clock. *We will take a 1-minute timeout at the 12-minute mark.*
  - Games can end in a tie. Exception is the tourney games. (see playoffs)
- At the start of the game, one player from each team will “shoot for the ball” which will determine initial possession of the ball.
- Teams must have at least 2 players to start the game. Failure to do so results in forfeiture.
- Play starts with a “check” of the ball at the top of the key (above the 3 point line).
  - Play must start with a pass.
  - Defensive player guarding the “check” must stay behind the free throw line.
  - Teams must play man-to-man defense.
- Scoring – 1 point inside arc, 2 points beyond the arc.
  - Ball is “checked” after made baskets
  - Free Throws will be shot during regulation.
    - Teams will not line up
    - No bonus in this league so 1 and 1 will not come into effect
    - Ball goes to the non-shooting team after free throws are shot
    - Technical fouls – 2 points, the ball and ejection of the player. Player must leave the gym
- Personal Fouls – 4 per person
- Substitutions can be made after made baskets or after a dead ball whistle.
- “Jump balls” will go to the defensive team.
  - Exception is if a team is down by more than 10 points, the ball will be given to the losing team.
- Check balls at the top of the key - After made baskets, Fouls, Out of Bounds (1/2 line is out of bounds)
- All defensive rebounds must be taken back out to the arc (Includes air balls). There are no “Free backs”.

- 5 seconds in the lane will result in a turnover. Refs may issue a verbal reminder in the game.
  - Defensive players must come in and out of the key. Defensive 5 seconds is possible too.
- Stalling – If teams are not making movement towards scoring the ref can verbally give a warning that a 10-second count is starting. Result is a turnover.

## **PLAYOFFS**

Top six (6) will play in the single-elimination tourney. Opponents will be determined by league standings.

Games ending in a tie-

- 1 minute overtime
- If still tied, Free throw shoot-out. Each team will pick a player to shoot free throw. Both will get to shoot their free throw. Whichever team makes the shot of the two, that team wins. If both (or neither) make the shot, the next two players shoot. This continues until we have a winner.

Tournament winners will be the overall league champion.

Awards given to champions.

## **TIE-BREAKERS**

Least amount of forfeits

Head-to-Head record

Head-to-Head point differential

Lowest amount of points allowed

Fewest fouls committed throughout the season

