

# 3on3 GAME RULES for JPS TOURNAMENTS & LEAGUES (CHSAA / NFHS Rules unless modified here)

Modified: August 10, 2024



## 1) UNIFORMS, ROSTERS, WAIVERS, BALL SIZE, EXCEPTIONS FOR YOUNGER TEAMS...

- A. **UNIFORMS:** must be numbered, can be jerseys, shirts, pinnies, etc.
- B. **TEAM ROSTERS:** must be created by the Coach / Team Manager using the JPS website Roster procedures.
- C. **PLAYERS:** 3 to 8 players allowed, and must complete the Online Roster procedure and be added to the team roster before the 2<sup>nd</sup> League Game. Teams are allowed to play only with players listed on the Team Roster. The Event Director can authorize roster changes.
- D. **POST SEASON:** games can only be played with players that participated in at least TWO regular-season games.
- E. **A PLAYER MAY PLAY ON MULTIPLE TEAMS**, but may not play on two teams in the same division. A player may NOT switch teams mid-game. Whether on the bench or checked into the game, that player may NOT play in another game until the conclusion of the original game.
- F. **A TEAM MAY PLAY IN DIFFERENT AGE GROUP DIVISIONS**, but may not play in the same age group, different skill levels (i.e. 4<sup>th</sup> Gold AND 4<sup>th</sup> Silver). "Team" is defined by 2 or more players from the roster of one team playing on a second team together.
- G. **BALL SIZE:** 5<sup>TH</sup> Grade & younger / Girls teams: 28.5 / Intermediate / Women's Official Size. 6<sup>th</sup> Grade and Older Boys Teams: 29.5 / Official Men's Size.
- H. **YOUNGER TEAMS:** ball size/rules of division playing in. 4<sup>th</sup> grade & younger: FREE THROW line 24 inches closer & 3-Second Rule is 5-seconds.

## 2) SCOREKEEPING, SCORING, GAME DURATION, SUBSTITUTIONS, FOULS, TIMEOUTS, STALLING, ETC.

- A. **SCOREKEEPERS:** One Volunteer, age 18 & over, from each team is required to keep the official scoresheet & to run the score clock; & should record the scoring for the head coach to report. If you agree to let one team do both, you forfeit any protest of how the record keeping, scoring, fouling, etc.
- B. **SCORING:** ONE POINT for made free throw, made baskets inside the arc; TWO POINTS for made basket beyond the 3-point arc.
- C. **GAME TIME:** Games should start at scheduled Game Time, not sooner. Exceptions may be made by the gym supervisor.
- D. **FORFEITS:** with consent of gym supervisor, at 5-minutes past Game Time, the referee can declare a forfeit if at least 2 players are not present. Scored 10-0. If the missing team arrives after the 5-minute grace period, the game may be played with consent of the other team, and only the time remaining for the 30-minute game slot (no asking for a Forfeit after you consent to play).
- E. **COIN FLIP**, or rock-paper-scissors, managed by the Referee will determine which team has initial possession.
- F. **GAME CLOCK:** will be set at 23 Minutes, and **DOES NOT STOP, not even for Timeouts.**
- G. **GAME ENDS:** at end of 23 minutes, or First team to score 20 points (youth 8<sup>th</sup> grade & younger), or 25 points (high school teams)
- H. **SUBSTITUTIONS AT ANY DEAD BALL:** can be made from the bench, not necessary to go to the score table. Substitutions can be made at any dead ball, at any time of the game (including the last 2 minutes), ONLY after getting the attention and approval of the referee.
- I. **SUBSTITUTIONS AFTER A MADE BASKET:** may also occur (with approval of the referee) after a made basket until the last 2 minutes of the game, **substitutions may not be made by either team after a made basket during the last 2 minutes of the game.**
- J. **FOULS:** 5 personal fouls allowed per player. Team Bonus on the 7<sup>th</sup> Team foul. Bonus = 1 Foul Shot. Technical, Intentional, or Flagrant Fouls shall count as player & team fouls as per high school rules, but enforced with only 1 Foul Shot, not 2.
- K. **FOUL SHOTS:** ONE attempt when fouled in the act of shooting inside the arc, when in the Bonus, and after a made basket if fouled in the act of shooting from inside or beyond the arc. TWO attempts if fouled in the act of shooting behind the arc.
- L. **TIMEOUTS: (TWO)** 45-second time outs per team per game. The **CLOCK WILL NOT STOP** during time outs. **NO TIMEOUTS** allowed during the **last 2 minutes** of the game. If a timeout is called within 45 seconds of the 2 minute mark, the **timeout will be cut short**, play will resume at the 2:00 mark.
- M. **STALLING:** is strictly NOT permitted. Stalling shall be interpreted by the referee when the offense is not attacking the basket or trying to score. **PENALTY FOR STALLING:** the referee should begin a **manual 10-second shot clock**. The referee should announce, "**NO STALLING, 10-SECOND SHOT CLOCK**," and then count down from 10: "10, 9, 8,..." etc. If the team has not shot before the 10-second shot clock expires, the referee shall blow the whistle for the stalling violation and award the ball to the other team. (Also, Rule 1-I "...no substitutions after a made basket during last 2 minutes).

## 3) OVERTIME: TWO MINUTES, clock does not stop, first team to score 2 points in any way wins, or team scoring 1 point by end of 2 minutes wins.

- A. **COIN FLIP**, or rock-paper-scissors determines possession. **OVERTIME TIMEOUTS: NONE, No Timeouts in Overtime.**
- B. **POOL PLAY / SEASON GAME:** Game ends after overtime period and is scored as a tie.
- C. **TOURNAMENT GAME: still tied after 2-minute Overtime Period:** Sudden Death Free-throw Shootout. **FORMAT:** 1<sup>st</sup> team to score unanswered point wins. Coin flip/rock-paper-scissors winner chooses to shoot 1<sup>st</sup> or 2<sup>nd</sup>. 3 players on the court at end of O.T. are only players to shoot. Round 1 begins with Team 1 Player 1, then Team 2 Player 1 answers. If a pt is unanswered, GAME OVER. If still tied, proceed to Round 2: Team 1 Player 2 vs. Team 2 Player 2, & so on until one team scores unanswered. If FTs are a challenge, the referee may allow equal shots from a closer (or longer) distance.

## 4) PLAYING THE 3on3 GAME:

- A. **THROW-IN**, Starting play and resuming play after a made basket (no "make it, take it") or change of possession should take place **at half-court: The ball MUST BE PASSED IN** (not dribbled, no shooting) from the half-court circle at the center of the full court to begin play at the start of the game, or after a made basket, or after a change of possession. During play, the half-court circle is in-bounds, but is considered "out of bounds" during the throw-in (only the player throwing the ball in is allowed in the circle). It is appropriate for the Referee to give a "go-ahead" signal to begin play, it is not necessary for the referee to touch the ball each dead-ball situation. It is preferred players do NOT "check" the ball to the other team. Failure to throw-in (no shooting or dribbling allowed) results in verbal warning from the referee and a re-start of the possession (official warning may follow).
- B. **WHEN NOT A CHANGE OF POSSESSION**, i.e. a defensive foul, out of bounds on the defense, the ball shall be **inbounded AT THE SPOT** of the infraction.
- C. **TAKE IT BACK AFTER EACH CHANGE OF POSSESSION:** rebound by defense after a shot or free throw, blocked shot, steal, turnover, any combination of any of the above = "change of possession," the ball must be "taken back," or "cleared," meaning, **BOTH FEET, & THE BALL** if dribbling, must completely clear the 3-point arc, in any direction on the court, **prior to a shot attempt**. If the ball is intercepted or stolen behind the arc, it is already considered "cleared," and the team can attack the basket immediately. **PENALTY FOR NOT TAKING IT BACK:** any basket(s) scored should not be counted, and **(1) Verbal Warning(s)** shall be given by the referee without stoppage of play, and continued as age-appropriate; **(2) Official Delay of Game Warning** given by stopping play and announcing Delay of Game after repeated offense(s); **(3) Turnover:** after the first official delay of game warning, the next offense may be penalized with a stoppage of play and possession Turnover awarded to the other team.

## 5) CODE OF CONDUCT: FOR FACILITES, SPORTSMANSHIP, PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING, ETC.

- A. All participants, players, coaches, spectators, parents, siblings, officials, etc. shall abide by the JPS Code of Conduct Policy, found posted in the facility, and / or part of the team & player registration and rostering process, and / or on the JPS Website: [www.justplaysportscolorado.com](http://www.justplaysportscolorado.com)