

FLAS 2019 Girls Summer 3v3 Basketball League Rules

Court and Ball

- Half Court 3 point line in play (Outdoor Only)
- 3v3 Ball 28.5.

Team roster

- 5 to 7 players per roster
- 3 + 2-4 substitutes

Note:

Game must start with 3 (three) players

Referee(s)

- 1 ref

Time/Score keeper(s)

- 1 timekeeper

Time-outs

- 2 per 20 minute game, 30 seconds

Initial possession

- Coin flip or Rock/Paper/Scissors
- One pass must be achieved prior to first shot. If behind the arc first pass is free.
- Ball will be “checked” before play has begun. No stealing of “checked ball”.

Note:

The team that wins the coin flip decides whether it takes the ball or leaves it. Coin flip (or rock/paper/scissors) in overtime as well.

Scoring

- 2 point 3 points, if scored behind the arc (outdoor only)

Game duration

- 1 x 20 minutes, playing time with stop every 5 minutes for substitution.

Overtime

- First team to score two (4) points (2 baskets) in overtime wins the game. Untimed.

Shot clock (Referee discretion)

- We are looking to get a shot off every 15 seconds. We will not use shot clock but ask referees to count out possessions (e.g. - 5...4...3...2...1) after 10 seconds to ensure no stalling tactic is being use.

FLAS 2019 Girls Summer 3v3 Basketball League Rules

Fouls

- Defensive foul will result in offensive reset from top of key for team being fouled upon. No shooting fouls. If foul is made on basket ("and one"), team gets possession. Does not turn over to opposing team.
- Excessive fouling by one person can result in referee calling for substitution or allowing two untimed free throws.

Possession following a successful goal

- Defense possession (loser's outs after made basket) ball needs to be taken out above the three point arc. Ball must be "checked" before play is started.

*A player is considered to be "behind the arc" if neither of her feet are inside nor step on the arc

- One pass must be achieved prior to attacking basket or shooting. **No shot after "check"**
- Defense is in the circle until first pass is made.

Possession following missed shot

- Team that misses shot can put shot back up on rebound without reset.
- **Team that gets defensive rebound, steal or "air ball" must dribble or pass ball to a player behind the arc. Once beyond the arc they can shoot, attack or pass the ball. Referees will count 5 seconds to get ball beyond the arc.**

Jump Ball Situations

- Referees will keep track of jump ball possessions

Substitutions

- Every 5 minutes. No one allowed to play three in a row unless both coaches agree due to lack of players. **THIS IS NOT A TIMEOUT. HAVE SUBS READY.**

***Must have at least 4 players per team during playoffs and championship in order to be an official game.**

This league is more about having a fun outdoor league to develop skills and give kids additional touches on the basketball. Please be sure kids know outdoor game is not about diving and getting hurt.

Referees are high school and college kids. Please be mindful that no abuse of referees will be tolerated.