



HATFIELD

### **XL Hoops Basketball Youth 3-on-3 Rules:**

- 1.) Each team consists of three players each on the court. XL Hoops 3-on-3 Youth Basketball League usually has one coach.
- 2.) Games and Practices are played on one half court with one basket.
- 3.) Regulation sized basketballs (29.5) will be used in the 10-14's and 12-15's divisions.
- 4.) Warmups can be up to three minutes before every game. During this time, there will be a Coin Toss or Number Contest to determine the Home and Away Teams. Coin Toss will also determine who has the ball on offense first.
- 5.) In any Jump Ball Situation, the Table or Ref determines who's given the ball.
- 6.) Every successful basket inside of the Arc is given two points and outside of the Arc is given three points.
- 7.) The game is a single period 20-minutes with a running clock. The running clock only stops at the last minute. The 10-14's will play the first team to score 30 points (or highest at the end of 20 minutes). 12-15's will play the first team to score 40 points (or highest at the end of 20 minutes). If the game is tied at the end of regulation, there will only be one Overtime. The 10-14's will play to 35 points and the 12-15's will play to 45 points aka "45 Piece."
- 8.) Game play starts with the Offense passing the ball to the defense at the 3-point Line "checking it up." It occurs at the Free Throw Line for the 10-14's division.
- 7.) For Free Throw Situations, on two-point fouls it is two shots, three-point fouls it is three shots. Technical or Flagrant Fouls are two shots.
- 8.) If the defense gains the basketball through a turnover, the offense can score immediately. On an offensive rebound, players can look to score immediately too. For a defensive stop, they must immediately advance the ball above the 3-point line to start a new offensive possession.

9.) All Personal, Technical and Flagrant Fouls count as Team Fouls. There are no Individual Fouls. After five fouls, this becomes a Single Bonus Situation.

10.) After “checking up” the basketball, ball play is Live. The Inbounder can look to score the ball.

11.) Every time a player touches the ball, there is a six-dribble max. If a player ever dribbles the ball more than six times, this will lead to an automatic turnover.

12.) If substitutions are available for a game, substitutions occur at 16-minutes, 12-minutes and 8-minutes. At 4-minutes, the Free Substitution period begins. When a team has seven players, the substitution pattern is the following: 17-minutes, 14-minutes, 11-minutes, 8 minutes and five minutes. At the five minute mark, it's Free Substitutions.

13.) The first three weeks of the Youth 3v3 League season is the “Evaluation Phase.” If the team is too good or too bad as judged by the XL Basketball Director, players will be moved around to create more league parity. Any further team moves after Week 3 can only be done by the XL Basketball Director

14.) Players are not permitted to argue with the refs during Live Gameplay. A Verbal Warning will be issued and then the player(s) will be taken out of the game for three minutes.

15.) If a team is ever down by 10-points, the losing team will be allowed to do Free Substitutions. Once the team is down by four points, the original players that were on can be subbed back in.

16.) If there is other paid programming occurring on other courts, players aren't permitted to shoot on them. Failure to adhere to this rule is an automatic Technical Foul at the beginning of the following game.

17.) Coaches have up to three 40-second timeouts in the game. If the game goes to Overtime, the timeouts don't carry over and you only get an additional timeout.