

ORYA 3v3 Basketball Rules

Art. 1 Sportsmanship

1.1 All players, parents and coaches are expected to display the sportsmanship consistent with the Oak Ridge Youth Association Family Handbook. Failure to act appropriately will result in players, spectators, and/or teams to be disqualified and removed from the gym.

Art. 2 Court and ball

2.1 Games will be played in the Oak Ridge Elementary School gymnasium.

2.2 U10 ball size is 28.5, U12 and higher ball size is 29.5.

Art. 3 Teams

3.1 Each team shall consist of 4 players (3 players on the court and 1 substitute).

3.2 Each Team must have a Coach/Parent on their bench.

Art. 4 Game officials

4.1 The game shall consist of 1 referee.

Art. 5 Beginning of the game

5.1. A coin flip shall determine which team gets the first possession.

5.2. The game must start with three players on the court.

Art. 6 Scoring

6.1. Every successful shot inside the arc shall be awarded 2 points.

6.2. Every successful shot behind the arc shall be awarded 3 points.

6.3. Every successful free throw shall be awarded 2 or 3 points depending on where the shooter was fouled.

Art. 7 Playing time/Winner of a game

7.1. The regulation playing time shall be one 15 minute period. The clock shall NOT be stopped during free throws and dead ball situations.

7.2. The team with the most points at the end of the 15 minute period wins the game.

7.3. If the score is tied at the end of playing time an extra period will be played. There shall be a break of 1 minute between periods. The first team to score 4 points in the overtime period wins the game.

7.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play or if it leaves the court before the end of the game.

7.5. A team losing by default or a forfeit will be disqualified from the competition.

Art. 8 Fouls/Free throws

8.1 If a player is fouled in the act of shooting they are awarded one free throw worth either 2 or 3 points depending on where the shooter was fouled. (inside or outside the 3 pt arc.)

8.2 One Free throw shot will be awarded if the referee calls a technical foul. Possession is kept by the team shooting the technical free throw.

8.3 If a defensive player is fouled by an offensive player, their team is awarded the ball and possession changes.

8.4 A player is disqualified after committing three fouls.

Art. 9 Changing Possession

9.1. Possession of the ball shall start with an exchange of the ball between the defensive and the offensive player behind the 3 pt arc at the top of the court.

9.2. Following each unsuccessful field goal or last free throw:

- If the offensive team rebounds the ball it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc by passing or dribbling regardless of whether or not the ball makes contact with the rim.

9.3. A player needs to have both feet behind the arc while having possession of the ball to appropriately change possession.

9.4. In the event of a jump or held ball situation possession will be alternated between teams.

Art. 10 Stalling

10.1. Stalling or failing to play actively shall be a violation.

10.2. The 5 Second Rule will apply to a guarded player with the ball, whereas that player must dribble, shoot or pass within 5 seconds or the ball will be turned over to the other team. Referees will count down the 5 seconds when appropriate.

Art. 11 Substitutions

11.1 Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Art. 12 Time-outs

12.1 One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

Art. 13 Tournament Style - Round Robin

13.1 Each age bracket is divided into two pools of 3 teams. The teams will play against the other two teams in their respective pool. The team with the most wins will move on to the finals. In the case of a tie, the following tiebreakers will occur:

- Head to Head record
- Highest point differential
- Most point scored
- Least points against
- Quick match with first to 4 points

The winning teams of each pool will face off in the championship game for each division.

Art. 14 Champions

14.1 Prizes will be awarded to the champions in each division.