



BBallers League, 3-on-3 GAME RULES*

Rookies : Ages 5–6

Teams

- Teams consist of 3–4 players per game.
- A court supervisor acts as referee for each game.
- A coin toss determines starting possession.

Game Format

- Games are played to 15 points or until time expires, whichever comes first.
- Games consist of two 10-minute halves (running clock) with a 3-minute halftime.
- The clock stops for timeouts and whenever the supervisor stops play (injury, water break, or other emergency).
- **Overtime:** None during the regular season. In playoff games, overtime is sudden death with a 2-minute running clock; the team with more points at the end wins. A coin toss determines possession to start overtime.

Starting & Checking the Ball

- To start play, the ball must be checked as a bounce pass at the top of the three-point line.
- **Checked ball:** The ball must be checked at the top of the three-point line after every dead ball, out-of-bounds, and timeout before play resumes. Once checked, play can begin immediately—the ball does not need to be passed to a teammate first. A check is not required after a missed shot or a loose/fumbled ball that's recovered.
- On the first entry pass, defenders may pressure the ball or deny the pass if the offensive player is above the three-point line. The player checking the ball in must pass it to start play.
- **Violation:** First violation is a warning; a second violation results in a change of possession.

Possession & Defense

- Possession changes after every made basket — no “make it, take it.”
- **Taking it back:** After a score, steal, or air ball, both feet must be behind the three-point line before play resumes. Failure to take it back is a violation; after one warning, it results in loss of possession.
- Defenders may not steal the ball from a player who has firm possession or is dribbling. Defense must play with hands up or out, and can only gain possession if the offensive player loses control.
- All jump balls are awarded to the defense.
- **Stalling** is not allowed. The referee may impose a 5-second shot clock at any time; failing to attempt a shot within that window results in loss of possession.

Scoring & Fouls

- A basket inside the arc is worth 1 point; a basket beyond the three-point line is worth 2 points.
- If a foul occurs on a made basket, the basket counts and the foul is recorded. If the shot is missed, the shooter takes one free throw.
- If a player is fouled while shooting, they're awarded free throws. If fouled while dribbling, the fouled player takes the ball out from the spot of the foul. If the same player or team commits a second foul on that possession, the supervisor may award two free throws to the fouled team.
- During free throws, all players stay behind the three-point line. After the attempt, the opposing team checks the ball in.

GAME RULES *(cont'd)*

Timeouts & Substitutions

- Each team gets two 60-second timeouts per game; unused time can carry over.
- The supervisor may call a timeout as needed, and either team may request one (up to two per game).
- Substitutions are allowed freely on any dead ball—a player just needs to notify the ref.

Team & Free Agent Registration

- Teams need a minimum of 4 registered players. You can register more, but only 4 may play in a given week—any additional players rotate at the team's discretion.
No exceptions.
- If a team's roster isn't complete by the time registration closes, the league may assign a free agent to fill it.
- Free agents may also register individually to be placed on a team. The league does its best to place free agents fairly but isn't responsible for their skill level or team fit.

Registration Fee

- Registration fees for the BBallers League 3-on-3 are **non-refundable**. Players who wish to safeguard their registration may purchase optional insurance during the checkout process.

Jerseys

- All players must wear their league-issued jersey to play. A player without one results in a technical foul — the opposing team shoots two free throws, receives the ball to start the game, and also gets the ball to start the second half.

Substitute Players

- If a team is short one or two players, they may request an approved fill-in sub for that game only (*subject to League Director approval*).

Game Day Conflicts & Forfeits

- Teams must notify the League Director in advance if they can't make a scheduled game.

Scorekeeper Disputes

- Players and spectators may not approach the scorekeeper directly. Any scoring error should be raised with the court referee or League Director, who will make adjustments if needed.

Player Conduct

- Players must respect the court, other players, referees, and sidelines — no yelling at referees. Concerns should be raised with a ref respectfully.
- No profanity, yelling, or inappropriate conduct toward coaches, players, or parents from either team.
- Two technical fouls result in automatic ejection from the gym.
- Fighting or intentionally trying to injure another player is not tolerated and will result in immediate ejection, with further consequences as needed. **No exceptions.**

Parent/Spectator Conduct

- Parents and spectators must respect the court, players, referees, and sidelines — no yelling at refs, players, or coaches from either team.
- No profanity, yelling, or inappropriate conduct toward players, coaches, or other parents.
- Arguing with or approaching a ref, player, coach, or parent from the other team is not tolerated. Refs may ask the Director or a staff member to address the situation, and offending parties may be asked to leave the gym.
- Failure to meet these standards will result in removal from the gym and further consequences as needed.
No exceptions.