



# AYSA 3 on 3 Basketball League

## Teams

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

## Game officials

There will be 1 game official, acting as referee and score keeper.

## Beginning of the game

Both teams will warm-up simultaneously prior to the game.

A coin flip will determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

The game must start with three players on the court.

## Scoring

Every shot inside the arc will be awarded one 1 point.

Every shot behind the arc will be awarded 2 points.

Every successful free throw will be awarded 1 point.

## Playing time/Winner of a game

The regular playing time will be as follows: one period of 16 minutes playing time. The clock will be stopped during dead ball situations and free throws. The clock will be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

However, the first team who scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

If the score is tied at the end of playing time, an extra period will be played. There will be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

A team will 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. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

A team will lose by default if they leave the court before the end of the game, or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while the defaulting team's score is set to 0 in any case.



A team losing by default, or a tortuous forfeit, will be disqualified from the competition. Note: if a game clock is not available the running time's length is at the organizer's discretion. (16 minutes/16 points; 15 minutes/15 points; 21 minutes/21 points).

## Fouls/Free throws

A team is in a penalty situation after they have committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls.

Fouls during the act of shooting inside the arc will be awarded 1 free throw, while fouls during the act of shooting behind the arc will be awarded 2 free throws.

Fouls during the act of shooting followed by a successful field goal will be awarded 1 additional free throw. Team fouls 7, 8 and 9 will always be awarded with 2 free throws. The 10<sup>th</sup> and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules the 1 free throw rule.

Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game will continue with an exchange of the ball behind the arc at the top of the court.

## How the ball is played

Following each successful field goal or last free throw):

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

Following each unsuccessful field goal or last free throw:

- If the offensive team rebounds the ball, they may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, they must return the ball behind the arc (by passing or dribbling).

Possession of the ball given to either team following any dead ball situation will start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

A player is considered to be "behind the arc" when neither of his feet are inside or step the arc.



In the event of a jump ball situation, the defensive team will be rewarded the ball.

## Stalling

Stalling or failing to play actively (i.e. not attempting to score) will be a violation.

If the court is equipped with a shot clock, a team must attempt a shot within shot clock time per age division.

The clock will start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

*Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee will give them a warning by counting the last 5 seconds.*

## Substitutions

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 a 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.

## Time-outs

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

## Shot Clock

Elementary – 18 seconds per possession (to attempt shot that hits the rim)

Middle School - 15 seconds per possession (to attempt a shot that hits the rim)

High School to Adult Division - 12 seconds per possession (to attempt a shot that hits the rim)