

South Fayette Girls Basketball Association – 3 on 3 Rules

- **Pre-Game:** 10-minute warm-up with passing, dribbling and shooting. Switch teams shooting when one team is shooting the other team works on dribbling and passing.
- Games will consist of two **20-minute halves with a running clock**; clock will stop on an injury or when coach is using a time out and designated substitution times.
- Each team is allowed two 30-second time outs per game.
- Substitutions on all dead balls can be at discretion of coach. Designated substitution stops at 15 and 10-minute marks. Substitute 2 players at a time maximum.
- **Half-time** will be 3 minutes in duration

- Jump ball at foul line to start the game. **All jump balls (tie-ups) will go to the defense.** Alternating possessions for all questionable plays.
- **Scoring:** 2 points per basket and 3 points for a 3-point basket. 1 point for free throw.
- **Games ending in a tie:** In case of tie, a 2 minute overtime period will be played. Coin Toss for ball possession. Second overtime will be sudden death for 1 minute (first team to score) after additional coin toss.
- Rules of the game apply (i.e.: travelling, double-dribble, lane violations...etc., will be called). 5 fouls player disqualified.

- Change of possession offensive team must take the ball behind the 3-point line to begin attack on the basket.

- On a check in: Each dead ball possession will require a check in with the defense **and a pass into play from the top of the key. The on-ball defender MUST STAY BEHIND THE 3 POINT ARC.** The offensive player is allowed to dribble and move to get into position and find a passing lane to a teammate.
 - Baskets made as a result of violating this rule will NOT Count. Offensive team will get one warning and will be allowed to reset possession after the first violation. Subsequent violations will result in a change in possession.
 - Defensive violations (going beyond the line) will result in offense being allowed to reset possession.

- On change of possession (defensive rebound, steal...the ball must be brought out beyond the 3 point arc before an attack on the basket can be initiated.

- Players who are fouled while shooting get only 1 shot, not 2 (this is to keep the game moving). One free throw on shooting fouls = 1 point, no bonus. All other defensive fouls are checked up in the backcourt at the top of the key.

Rough play will not be tolerated. Any loss of temper or frustration will result in a substitution for 2 minutes of the discretion of the official and coaches.