

Hoop Dreams Nation: 3x3 League Rules

1. PLAYER ELIGIBILITY

- a. **GRADE BASED:** All divisions are GRADE BASED, determined from August-July (one full school year). HDN reserves the right to combine divisions, or make exceptions when necessary and beneficial to all teams. Our first priority is providing maximum court time and best competition level for ALL athletes. Teams will be randomly checked for grade verification which would include school IDs, report cards, year books, etc. Birth certificates or other documents showing age will not be accepted; Only documents proving grade. Screenshots of parent portals, IDs, etc. are accepted.
- b. **ONE TEAM PER DIVISION:** Players may play on only 1 team PER DIVISION.
- c. **OFFICIAL ROSTERS:** Rosters must have a minimum of 4 players, and can have a maximum of 9 players. Official rosters must be submitted before your first game with no more than 9 listed. Rosters will be printed on scoresheets and HDN team members will do random roster checks to ensure all teams are operating with integrity and in compliance.
- d. **INELIGIBLE PLAYER:** Any team found to have an ineligible player (too old for the division, playing on a second team in the division, or not on the official roster) will forfeit all games in which the ineligible player previously participated.

2. TIME LIMITS, SCORING, and WINNING

- a. **TIME & CLOCKS:** All games will have a 25 minute time-limit. For each time-out, 1 minute will be added to the clock to account for the time-out. All courts within 1 gym will be ran off of the same clock so that games start on time, and scorekeepers can focus on the score, and not the time.
- b. **TIME-OUTS:** Each team gets 1 time-out per game. Each time-out is 1 minute long.
- c. **WARM-UP TIME:** 5 minutes, but may be shortened if games are running behind. Both teams will warm-up at the same time & only those teams scheduled to play are allowed to occupy the court at the scheduled time. Teams must be at their court at the scheduled time, regardless of if games are running behind. Game time is forfeit time.
- d. **POINTS:** A successful field goal within the arc is worth 1 point. A successful goal from outside of the arc is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
- e. **CURRY-LAND:** A field goal from one of the "Curryland" spots are worth 4 points. A player must have at least 1 foot touching the designated Curry-land spot.
- f. **FREE-THROW OPTION:** When fouled on a shot attempt, players will shoot 1 "free-throw" for each point of the shot-attempt they were fouled on. They can choose between shooting a regular 1-point free-throw, or they can choose to shoot a 2-point shot from behind the arc, which counts if they start with both feet behind the arc. They can land on the other side for 2-pt shots.
 - If fouled shooting a 1 point shot, players can shoot either 1 regular free-throw for 1 point, or 1, 2-point shot. Either way, they will have 1 shot attempt from either spot.
 - If fouled shooting a 2 point shot, players can shoot either 2 regular free-throws for 1-pt each, or 2, 2-pt shots, or 1 regular free throw and 1, 2-pt shot. Either way, they will have 2 shot attempts, from either spot.
 - If fouled shooting a Curry-land, 4-pt shot, players will receive 4 shot attempts. This can be any combination of 1-pt free-throws, or 2-pt shots. However, the maximum number of points they can earn is 4 pts total.
- g. **FOULS:** Individual fouls will not be recorded. Team fouls will be recorded. Once a team reaches 7 fouls, the other team will be in the bonus. Teams will shoot 1 shot with the Free-Throw Option in effect. Curryland shots are not an option for bonus shots. Any player deemed with excessive fouls/contact will be ejected from the game. No free-throws are shot on offensive fouls.
- h. **HOW GAMES ARE WON:** Games are won by whichever of the following occurs first: .
 - **TIME-LIMIT:** Games can end by reaching the time limit, regardless of the point-spread (no win-by-2).
 - **SCORE-LIMIT:** Games can end by reaching the point limit for their division, but must win-by-2 if there is still time on the clock..
 - 1st-6th Grade: A team reaches 25 points (win by 2) or, a team reaches 30 points first, straight up
 - 7th Grade-HS: A team reaches 35 points (win by 2) or, a team reaches 40 points first, straight up
 - If in a combined division (6th/7th grade), games will play by the rules of the 7th grade division.
 - **OVERTIME:** If the score is tied after regulation, and neither team has reached the point limit (win by 2) or straight up, then overtime will occur. Over-time is sudden death, meaning the first team to score any amount of points will be the winner (no win-by-2). The team who played defense at the time of expiration will shoot to determine 1st possession of over-time. It will be make-it, take-it for 1st possession.
- i. **TIE-BREAKERS FOR ROUND ROBIN:**
 - 2-way tie-breaker: Head-to-Head winner
 - 3-way tie-breaker: Point spread will be calculated from the game scores between only the 3 teams involved in

a tie. All games involving teams that are not involved in the 3-way tie, will not be included in the point spread calculations. Point spread will have a maximum of 10 points. If a tie still remains between all 3 teams, or only 2 left, then total defensive points will be calculated using only the games of the 3 teams involved in the tie. There is no limit on defensive points.

3. LIVE BALL, DEAD BALL, & POSSESSION

- a. **FIRST POSSESSION:** The team listed first on the score sheet (home team) will shoot for first possession (free throw).
- b. **"MADE BASKET" POSSESSION:** The ball will change possession after each scored basket.
- c. **JUMP BALLS:** Jump balls will be called by the officials and will always go to the defense (no alternating possession).
- d. **CHECK-IN:** The ball must be checked from the top by an opposing player before it is put into play, & then it is immediately live (no pass-in). All non-shooting fouls, violations, & out-of-bounds will be played from the top of the key, with a check-in that is catchable by the offense.
- e. **FOUL SHOTS:** There is no rebounding on foul shots. Non-shooting players must remain behind the arc. Regardless of a make or miss foul shot, possession goes to the defense.
- f. **TAKE IT BACK:** The ball must be "taken back" to the arc on every change of possession. "Taking back" means both feet and the ball behind the arc. Violation occurs only if a basket is made by the team failing to properly "take it back" and will result in loss of points scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back" the foul will be honored, but no points will be awarded. Violation results in loss of possession.
- g. **STEALS & BLOCKED SHOTS:** Steals and blocked shots are both a change of possession & must be taken back.
- h. **AIR BALLS:** Air balls are defined as NO RIM & are live balls. They can be scored by either team.
- i. **DEFENSES:** ZONE DEFENSES ARE NOT ALLOWED & DEFENSIVE 3 SECONDS WILL BE CALLED. "Defensive 3 seconds," just like "Offensive 3 seconds" will be enforced. Zone defenses are NOT allowed, defined by guarding an area, as opposed to a player. The penalty for "defensive 3 seconds" and zone defenses will be one free throw shot, and the offensive team will retain possession regardless of a make or miss. The penalty for "offensive 3 seconds" is loss of possession.
- j. **PLAYER SUBSTITUTIONS:** Players can sub during any dead ball which is during a free-throw attempt (free throw shooter cannot be subbed out except in the case of injury) or when the ball is being checked at the top of the key. Subs do not need to be called in by the official.

4. TECHNICAL FOULS & CODE OF CONDUCT

- a. **CODE OF CONDUCT & TECHNICALS:** Technical fouls will be given to any player or coach on the bench for any violations of our Code of Conduct, including, but not limited to:
 - Swearing or other inappropriate language, excessive physical contact, berating officials, etc.
 - Players or coaches will be ejected for repeated violations, threats, or physical violence.
 - Technical fouls will be recorded. Any player committing two (2) Technical Fouls in a game is automatically ejected from the game and his/her team's next game.
 - When a technical is given, the other team will receive 2 shots from the location of their choosing. Curryland shots are an option for technical foul shots.
 - The Offended Team will retain possession of the ball whether the shots are made or missed. Refer to HDN's Code of Conduct & Accountability Process regarding technicals.

5. COACHING & PLAYER LEADERSHIP:

- a. Teams are not required to have coaches on the bench. For teams in divisions of 7th grade-HS, coaches will not be recognized by officials, which means they will not be allowed to call time-outs, etc., and are encouraged to let their players coach themselves. As the 3x3 is designed to give players the chance to develop their leadership skills & basketball IQ, we strongly encourage coaches to be spectators instead of active coaches for these games. For teams that are 6th grade and under, coaches will be recognized by officials, but are still encouraged to put the responsibility onto their players for timeouts, etc.

6. MISCELLANEOUS

- a. All girls divisions and 3rd-6th grade divisions will use the intermediate (28.5") size basketball.
- b. Jewelry (earrings, rings, watches, etc...), hats, casts, etc. are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.
- c. **Inappropriate behavior will not be tolerated.** Any HDN team member may remove players, coaches, or spectators from the game or tournament for inappropriate behavior. Any fighting, physical contact (incl. shoves) or threats of violence will result in LEAGUE ejections for players, coaches and fans. Players, coaches, and spectators who are ejected from a game for non-violent offenses will be required to sit out the next game of the tournament, or the following tournament, depending on timing, as well. ***Parents who are ejected from a game are required to take their child with them.***