# OSA 3v3 Rules

The following rules have been designed to ensure fair play for all participants.
Each player is expected to understand these rules prior to participation.

1. A coin flip prior to the start of the game will determine which team has the initial possession. Overtime possession will also be determined by a coin flip.

2. Substitution is only allowed during dead ball situation. (checked ball, dead ball, or timeout)

3. After a made basket or dead ball the ball must be checked at the top of the key. The top of the key can be defined as anywhere from the volleyball spike line to the three-point arch. A player will be allowed to start the possession with the dribble or an entry pass.

4. After a missed basket or change of possession, a team must take the ball back behind the three point line and does not have to check. This can be via the dribble or a pass. The player must have two feet and the ball behind the three point line.

5. Length of the Game - First team to score 30 points, or 25 minutes. Each court will use one score clock, which will run continuously and not stop. Both half courts will work off one main clock at half-court.

6. The ball changes possession after each scored basket.

7. No stalling -A team will be warned and then a 30 second clock will be started.

8. Jump balls/tie ups will alternate.

9. Time Outs –NO timeouts allowed

10. Scoring -Made Baskets from inside the arc = 2 points
    Made Baskets outside the arc = 3 points*
    Made free-throw = shoot 1 to make 2 or 3 points, depending on if the shot attempt was 2 or 3 points
Tiebreaker procedure is as follows: 1) Head to Head only with like competition 2) Point Differential 3) Points Allowed, with a margin of victory up to a 15-point max per game. Forfeits will be scored as 2-0.

11. Free Throws – All non-shooting players must stand behind the 3-point line. After all made or missed free throws, the non-shooting team takes possession of the ball and play resumes with the ball checked at the top of the key. Only one free throw awarded / counts either 2 or 3 points (see SCORING above)

12. Fouls -Bonus awarded after the 5th team foul. Intentional fouls, flagrant fouls, or abusive contact (including verbal abuse) will result in one free throw and ball possession. Continued flagrant fouls will result in game forfeiture and team dismissal from the league.

13. Rim Height - 1st Grade Boys and 1st/2nd Grade Girls – 8FT RIM; 2nd Grade Boys 9 FT RIM; 3rd – 10th Grade – 10 FT RIM

14. Ball Size – 1st thru 3rd grade will play with 27.5 or Junior Ball; 4th – 7th Grade Boys will play with a 28.5 (womens) ball; 8th-10th grade boys will play with a mens' ball.

15. Players should arrive on their game court 5 minutes before start time (unless finishing a back-to-back game on another court)

**Regulations**
1. Each team must have a designated team captain that will represent his/her team as a spokesperson at all times.
2. All participation fees must be paid prior to participating in league games!
3. Each team needs to wear similar color shirts.
4. Absolutely no violence, profanity, or other inappropriate behavior of any kind will be tolerated.

**Fan Decorum:** OSA has a zero tolerance policy regarding challenging our officials. Fans/Parents who challenge or berate the officials will be removed from OSA and OSA Facilities. If a spectator is removed from OSA or an OSA facility, they will not be allowed to re-enter until first meeting with Bob Franzese, OSA General Manager. Repeat offenders will be banned permanently from OSA. Like players and coaches, officials will from time to time miss calls, and as a spectator, you do not have a right to admonish or berate officials. We encourage you to simply show up and cheer on your loved one and their teammates. This is a fun league for kids, and we will not tolerate adults who ruin it. If we at OSA are not meeting your expectations in ANY way, we DO WANT TO KNOW! Please contact Bob Franzese via email at bob.franzese@omahasportsacademy.com, with any concerns, and he will look into your concerns and take it from there.