

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 MUST start the possession with 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 pointsTiebreaker procedure is as follows: 1) Head-to-Head only with LIKE competition 2) Point Differential (15 max per game) 3) Points Allowed. 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 Boys and 1st/2nd Grade Girls – 8 FT RIM; 2nd Boys – 9 FT RIMS; 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 and 4th- 8th Grade Girls will play with a 28.5 (women's) ball; 8th- 10th grade boys will play with a men's ball. A combined 3rd/4th grade division will
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. Adult bench supervision is required for each team at every game.
2. All participation fees must be paid prior to participating!
3. Each team needs to wear similar color shirts.
4. Absolutely no violence, profanity, or other inappropriate behavior of any kind will be tolerated.