

St. Timothy Basketball Preview Rules

I. Three on three game Rules

Game Time

Each Game will last 10 minutes. The clock will only stop during a timeout and/or player injury. At the end of the 10 minutes, the team with the most points is declared the winner. If the score is tied at the end of the 10 minutes, the first team to score after that is declared the winner. A coin toss will determine which team begins overtime with possession.

Points

Each made basket (shot) is worth two points. Each made free throw is worth one point.

Free Throw shooting distance

The distance for fourth graders is 12 feet, while the distance for 5-8th graders is 15 feet.

Stealing the Ball

Stealing the ball from a competitor is legal.

Free Throws

Missed free throws cannot be rebounded by the team that missed the free throw. A change of possession will take place after free throws (possible exceptions include shooting, bonus, technical, flagrant and intentional fouls).

Jump Ball: Always goes to the defense.

Fouls

Some, but not all fouls, will result in at least one free throw.

-*Shooting Fouls:* In the case of a shooting foul, one free throw will be awarded. If the free throw is made, the team that shot the free throw will also be awarded possession of the ball. If the free throw is missed, a second free throw will be awarded.

-*Non-shooting fouls (Bonus):* Will NOT result in any free throws. EXCEPTION: For team fouls 7-9 (and non shooting fouls), a team being fouled gets one free throw attempt. If the first free throw is made, a second attempt is awarded. For team fouls 10+, the team being fouled gets two free throw attempts.

-*Technical Fouls:* Result in one point for the offended team and possession of the ball. Technical fouls can also be assessed if the official determines that a team is stalling.

-*Flagrant Fouls:* Result in one point for the offended team and possession of the ball. The player committing the fouls will be suspended from play for the remainder of the game and possibly the remainder of the tournament.

-*Intentional Fouls:* Result in one point for the offended team and possession of the ball.

Stalling

Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team. A team will first be warned about stalling before being assessed a technical foul.

Which team first receives the ball?

A coin toss prior to each game will determine which team gets the ball to begin the game. If a game enters overtime, a coin toss will determine which team begins with possession.

Change of Possessions

The ball will change possession after each scored basket and free throw attempts (there are exceptions).

Taking it Back

The ball will be “taken back” on each change of possession, regardless of whether the shot was attempted. Failure to take it back results in loss of possession and any points scored. Taking it back means bringing your whole body and the ball behind the take it back line (free throw extended).

Checked Up

After every dead ball (ball out of bounds, after timeouts, after a made basket), the ball must be “checked up” at the “take back” spot on the floor. The defensive person must be standing behind the take back line. The offensive person must be standing on the “X”. Once the defense receives the ball, it must immediately flip the ball back to the offense and once the offensive person catches the ball, play resumes. The defense cannot hold onto the ball or stalling will be called.

Boundaries

The basket structure and structural supports will be played as out of bounds. The actual backboard shall be considered in bounds.

Time-out

Each team will be allowed one 30 second timeout per game.

Player Substitution

Player substitution is allowed during a time-out or any dead-ball situation, provided that the referee allows for the substitution.

Referees

All referees are volunteers and try to do their best. Referees are human and they will make mistakes and/or calls that you do not agree with. Please know it is expected that proper sportsmanship will be exhibited at ALL times! Any unsportsmanlike behavior will not be tolerated and will result in a variety of penalties such as technical fouls, ejections and team forfeits.

Sportsmanship

Referee calls are final. Any arguing by a player is prohibited and will result in a technical foul. Any arguing by spectators can result in a technical foul against the offending team and can result in dismissal of the premises. If a spectator has been dismissed from the gym and refuses to leave within 1 minute, the offending team forfeits the game.

II. Free Throw Competition Rules

Each participant takes one warm-up shot that does NOT count (make or miss). Each participant then takes 8 consecutive free throws. Each participant will have their score taken and the top score will be declared the winner. In the case of a tie, each participant will take 1 free throw and a winner will be declared after one participant makes a free throw and the other one misses it.

III. Three Point Competition Rules

Each participant takes 6 consecutive three pointers (one on four designated spots on the floor and two at the top of the key). Each participant will have their score taken and the top score will be declared the winner. In the case of a tie, each participant will take 1 three pointer at the top of the key. A winner will be declared after one participant makes a three pointer and the other one misses it.