

Game Rules:

- 20 minute, half court games with running clock; stop clock last 2 minutes on whistles and made baskets. Clock also stops for technical fouls when the referee informs the scorer that a Technical Foul has been assessed.
- Made shots from behind the 3pt arc are worth 3 pts; other FG are worth 2; Foul Shots are worth 1.
- Three 30-second timeouts per game; one additional 30-second time out for each OT period.
- 2-minute overtime followed by additional 1 minute overtimes. No sudden death.
- No “make it, take it”
- NO STALLING: Due to the limited number of players on the floor, it is extremely difficult to defend a stalling offense; therefore, stalling is not allowed. Stalling is defined as not making an effort to attack the basket within 5 seconds. An attack is considered taking 2 steps toward the basket. The referee will warn the team after the first offense; subsequent offenses will result in technical fouls assessed to the bench (these T’s do not count toward removal of coach or player).

Checking/Take Backs

- The ball must be taken back (not checked) after each change of possession (steal, defensive rebound, etc). The defensive team must take the ball back even if the offensive team shoots an air ball. Failure to properly take the ball back will result in a stop in play and checking the ball (no turnover). If a basket is made after an improper take back, the basket will not count.
- The take back line is the 3-point arc.
- To properly take the ball back, the player with the ball must touch/go over the 3-point arc.
- The ball will be checked after each made basket and stop in play (i.e. violation, out of bounds) at the top of the key behind the 3 pt arc.
- When checking the ball, the offensive player tosses the ball to the defensive player who then gives the ball back at about waist level and in a manner that the offensive player can easily control the ball. Once the offensive player receives the ball, the game is live. There will be no “street” moves or funny/cute checking procedures. Failure to check properly will result in a warning to the team. 2nd team violation will result in a technical foul.

Fouls/Foul Shots

- Each player is allowed 5 personal fouls each game.

- Fouls shots are performed the same way they are in regular 5 on 5 games.
- Bonus will occur on the 7th team foul. Double Bonus will occur on the 10th team foul.
- Any player or coach receiving two technical fouls will be ejected from that game and will not be allowed to play in their next game.

Miscellaneous

- Substitute on any dead ball including made baskets; procedure is similar to regular games.
- First possession for game and each overtime period is determined by coin-flip. Then alternates.
- Coaches are responsible for ensuring that players know the rules of the 3v3 format.
- Any player ejected for fighting will be expelled from the League.
- 5 minute grace period from start of game before forfeit is announced.
- Half court line is out-of bounds.
- Each team should supply one responsible person to assist the scorekeeper and/or clock operator.
- 5-6th grade w/ 28.5" ball.
- Games can continue with a minimum of 1 player.
- Other PIAA playing rules in effect except regarding score book and uniform requirements.

Fiba 3 x 3 Rules vs In the Zone 3 x 3 rules:

In the Zone rules were designed and refined over 15 years to best simulate the traditional 5v5 game. We look at 3v3 as a training program and player development tool, not as its own separate sport. A few of the main differences between the two sets of rules are:

1. **Scoring:** Fiba awards 2 points for a shot from behind the ARC, 1 point for other field goals and 1 point for foul shots. In the Zone uses the standard 3 points for a shot behind the arc, 2 points for other FGs and 1 point for free throws. With a lot of kids just wanting to jack up 3s rather than playing good fundamental basketball and working for high percentage shots, we don't feel that rewarding shots behind the arc with twice the value as other field goals is a good way to teach fundamental basketball strategy. Simply put, 3's are worth 3, 2's are worth 2 and FTs are 1--that's the way it is in regular basketball.
2. **Timed Games** vs Playing to a target score: We play 20 min games the same way regular games play timed periods/games. Fiba plays to 21 points or a maximum of 10 min. We feel that time management is an important part of the game and playing with a traditional timed period teaches clock management. Also, younger players might struggle to score so they'd be limited to only playing a 10 minute game.
3. **Shot Clock:** FIBA has a 12 second shot clock. Enforcing a shot clock is difficult for the clock operator and the referee. To do it right, it requires more personnel and equipment which increases the expenses and the price of the event. Also, a 12 sec shot clock doesn't reinforce working to get good high percentage shots and may promote forcing or rushing shots.
4. **Fouls and Foul Shots:** Fiba allows unlimited fouls for players. We feel managing and controlling fouls is an important aspect of the game so ITZ follows the normal protocol of 5 fouls/player, bonus and double bonus situations.

