

Brigham City Draft League

Boy's 6th-7th and 8th-9th Grades

3v3 RULES

- All players must wear their reversible Jr. Jazz jersey every game.
 - The **home team** (listed first on the schedule) wears **white**.
 - **Only coaches with badges are allowed on the gym floor.** Badges are kept at the score table and must be returned after the game.
 - **Games must start on time**, and the schedule will be posted at the designated location.
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Teams and Substitutions

- Teams must have five players on the roster.
 - Games can start and finish with as few as two players.
 - Substitutions are allowed only during dead-ball situations.
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Game Format

- **Games consist of two 20-minute halves with a 2-minute halftime.**
 - **Running clock is used, except for:**
 - Shooting fouls
 - Timeouts
 - Dead balls during the last minute of each half
 - **Each team is allowed two times outs per half, which do not carry over.**
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Starting Possessions & Dead Balls

- In order to start a possession, the defensive team will “ball check” the ball to the offensive team. A “ball check” is when the defense passes a catchable ball to the offensive team.
 - Once the ball is checked, the offensive must pass to a teammate to start the possession.
 - The defensive team may steal this first pass.
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Live Ball / Possession Rules

- Possession changes after every made basket.
- **All non-shooting fouls, violations, and out-of-bounds balls result in a check ball at the top of the key.**
- The ball must be cleared behind the 3-point line (or top of the key) before attempting to score.
 - If a team scores without clearing, the basket does not count and possession goes to the other team.

Fouls and Free Throws

- Team fouls: 7 fouls = bonus 10 fouls = double bonus
 - Shooting fouls: 2 free throws
 - Technical fouls: 2 free throws + possession
 - Intentional fouls: 2 free throws + possession
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Defense

- Teams may play man-to-man or zone defense.
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Overtime

- Regular overtime: 2 minutes, with the clock stopping for shooting fouls, timeouts, and dead balls during the final 2 minutes.
 - Each team receives one timeout during overtime (no carryover).
 - Sudden death: If still tied after overtime, a jump ball determines initial possession. The first team to score wins. No clock or timeouts are used.
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Player/Coach/Fans Misconduct

- **Absolutely no unsportsmanlike behavior will be tolerated.** Any player receiving a technical must sit out for 5 minutes of game time. If they receive a second technical during the same game, they will be ejected.
- Any player, coach, or spectator that is ejected for unsportsmanlike behavior will be asked to leave the premises for the remainder of that game. When a player is ejected from a game, they must sit out for the next scheduled game even if it will cause their team to forfeit the game.

Policy and Procedures:

- One (1) referee and one (1) scorekeeper will be assigned to each court.
- **Referees, site-supervisors, and score keepers have the authority to ask anyone to leave if they feel the need to keep control of the situation.**
- Children should not be left unsupervised in the Gym facility. This includes the foyer, hallway, and restrooms. Brigham City Recreation will lose use of the gym facility if rules are violated.

It is our goal to offer programs that are enjoyable & beneficial to all our participants! We thank you for your time and commitment to the youth in our community!

