

Rosters – ALL Leagues

- League play will be 3-on-3 | Coach should submit roster to scorekeeper before tipoff

Equipment – ALL Leagues

Game balls: Provided at each location. All leagues will use 28.5 size ball.

GAME PLAY – All Leagues

Clock stoppages: Halftime (3 min) | Timeouts (30 sec) | whistles in final ONE minute of 2H + OT if score within 5 points or less

Coaches: **STAY OFF COURT**

Fouls: Fouled player will shoot 1 FT after 5 team fouls in a half or when fouled in the act of shooting (2 FT if fouled on 2P shot) | Foul counts do not reset in OT

Game length: TWO 10-minute halves

Players: Foul out on 5th foul

Possession: Coin toss will be held to determine possession to start game and potential overtime | alternating possession on jump ball calls + start of new half

Overtime: In event of tie, one TWO-minute OT will be held. This repeats until winner is determined.

Substitutions: Teams can substitute at any dead ball.

Timeouts: One 30-second timeout per team, per half | No additional timeouts in OT

SCORES + STANDINGS – All Leagues

Scores + standings will be kept | Winning coach report score to prathletics@snco.us.

IN GAME RULES – Offense

- Games will be scored by 1s and 2s (behind 3-point line).
- Teams may play any type of offense.
- Official will 'check' ball in to offensive team at top of the key after opponent scores.
- Ball must be passed off the top. If player who begins with ball dribbles or shoots without a pass, a violation/turnover will be called.
- Ball entering into the backcourt will be ruled out of bounds.

IN GAME RULES – Defense

- Teams may play any type of defense.
- Defenders may not come outside arc until after first pass is made.

IN GAME RULES – Change of Possession

- Possession must be established outside 3-point line after any rebound or steal.

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