

BCRD 3x3 Basketball Officiating Points of Emphasis 2022

A JUDGMENT CALL OF AN OFFICIAL IS NOT SUBJECT TO APPEAL OR PROTEST. Arguing with or talking back to officials will not be tolerated in BCRD Youth Sports.

1. Teams
 - a. **Each member of a team will get equal playing time per game.**
 - b. Each team shall consist of 7 players (3 players on the court at a time).
 - c. Substitutions can be done after a point is scored by either team. The substitute can enter the game after their teammate steps off the court.
2. Court and ball size
 - a. The game of 3x3 is played on half of a traditional basketball court with one basket.
 - b. Age groups will play with the following ball sizes:
 - i. Kinder/1st will play with a "Mini" (4) sized ball.
 - ii. 2nd/3rd will play with a "Junior" (5) sized ball.
 - iii. 4th/5th/6th will play with an "Intermediate" (6) sized ball.
3. Beginning of the game
 - a. Warm-ups last 5 minutes at a team's practice hoop.
 - b. A coin flip shall determine which team gets the first possession.
 - c. The game must start with three players from each team on the court.
 - d. Games will start no later than 10 minutes after the hour (4:10pm, 5:10pm, or 6:10pm).
4. Scoring
 - a. Every successful shot inside the arc and free throws shall be awarded 1 point.
 - b. Every successful shot behind the arc shall be awarded 2 points.
5. Playing time
 - a. Four 8 minute run-time quarters of playing time.
 - b. Halftime will last 5 minutes. Other breaks (between quarters) will be 2 minutes.
 - c. One 30 second time-out is granted to each team per half. A coach can call the time-out in a dead ball situation.
 - d. The offensive team has 20 seconds to attempt a shot. The referee will give the team a warning by counting the last 5 seconds. The time starts as soon the offensive player has cleared the arc.
 - e. If the score is tied at the end of playing time, teams will play a 2 minute overtime. The first team to score 2 points in overtime wins the game.
6. How the ball is played
 - a. Following each successful field goal or last free throw:
 - i. A player from a non-scoring team will dribble or pass the ball behind the arc. The defensive team must allow the offensive team to take the ball behind the arc.
 - b. Following each unsuccessful field goal or last free throw:
 - i. If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

- ii. If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
 - c. A player is considered to be “behind the arc” when neither of their feet are inside or stepping on the arc.
 - d. In the event of a jump ball situation, the defensive team shall be awarded the ball.
7. Free throws
- a. The free throw line for Kinder - 3rd grades is 10’ from the hoop. The free throw line for 4th - 6th is 15’ from the hoop (standard).
 - b. Fouls committed as a player is inside the arc is awarded 1 free throw.
 - c. Fouls committed as a player is behind the arc is awarded 2 free throws.
 - d. Fouls committed as a player is shooting followed by a successful field goal shall be awarded 1 additional free throw.
 - e. Though players cannot foul out, referees can take players out of the game that are consistently fouling for a “cool down” period.

8. FOULS

- a. **Shooting Fouls:** contact to the hands or body of the offensive player as they shoot.
- b. **Reaching:** when an offensive player’s movement is hindered by the opposition reaching across their body
- c. **Pushing/Holding:** when a player’s movement is hindered by the opposition pushing or holding them
- d. **Illegal Screen:** a player not setting their feet when setting a screen
- e. **Charging:** an offensive player running into a defensive player that has set their feet and has established position
- f. **Blocking:** a defensive player gets in the way of an offensive player without setting their feet and establishing position

9. VIOLATIONS

- a. **Traveling:** a player holding the ball moves one or both feet illegally.
- b. **Double Dribble:** a player using a second dribble after picking up their original dribble or uses two hands to dribble simultaneously
- c. **Out Of Bounds:** when the ball leaves the court boundaries, it goes to the opposite team of whoever touched the ball last before going out of bounds.
- d. **7 Second Rule:** a player dribbling for more than 7 seconds without passing, shooting or making a move to the basket.
- e. **Lane Violation:** an offensive player spends more than 7 seconds in the lane without the ball.

