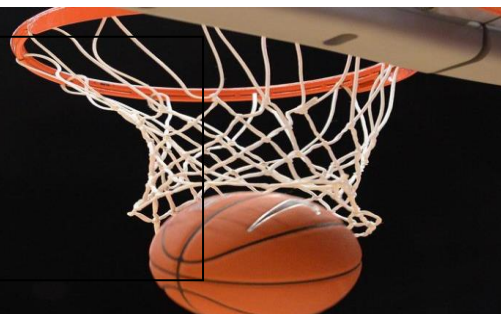




3 on 3 Rules



Note: When you register your team you will receive a copy of these rules and an agreement form. This competition is about having fun and enjoying the sport we love. Each team is required to have a manager who can do bench and assist with the substitutions. They are not required to coach and are not allowed to speak to the referee in any situation. Any teams players, manager or parents that display negative behaviour will risk their team being withdrawn from the remainder of the competition (no refunds will be given).

Court and Ball Size	All Games will be played in a half court – with the baseline and both side lines the perimeter of the court. The yellow netball line will be used as the safe zone for the offensive team (5 seconds maximum). Boys and Girls Under 12s & 14s, Girls 16s & 18s will use a Size 6 Boys Under 16s and 18s will use a Size 7.
Team roster	4 players 3 + 1 substitute (Penrith club players: You do not need to play with only players from your club. There are no club rules in this competition).
Team Staff	Teams are not required to have a coach. They must have one manager who can write names on scoresheets and assist with bench. Managers can also assist with the teams substituting (especially in the younger age groups). They do not need to coach the teams on the court – it is about having fun.
Age Groups	Age Groups are as follows: Under 12s Boys and Girls – 2008 and 2009 Under 14s Boys and Girls – 2006 and 2007 Under 16s Boys and Girls – 2004 and 2005 Under 18s Boys and Girls – 2002 and 2003 Note: No Under 10 players are eligible to participate
Divisions and Team Members	There are 2 Divisions: Rep Division and Club Division. If you have a rep player in your team you MUST play in the rep division competition. There is no maximum for the number of rep players in your team. Teams with no rep players are eligible to play in the rep division if they wish to. Players are only allowed to be nominated into one team. Players can not play in two age groups. Players may play in an older age group (eg 2004 born player can play Under 18s if they have 3 friends born 2003 that they want to play with).
Uniforms	Players must all be in the same singlet/shirt design. Teams must have reversible singlets/shirts – if not reversible they must have two sets of singlets/shirts. Club singlets can be worn (players from other clubs may use other club singlets)
Referee(s)	1 per game
Bench Personnel	1 per team (each team needs to provide a person for bench each game)
Timing	10 minute games (5 minutes between games) Clock does not stop - No timeouts
Initial possession	Is determined by a coin flip Note: the team that wins the coin flip begins.
Scoring and Score limit	1 point for any shot inside the 3 point line and 2 points if scored beyond the 3 point line Score Limit: 21 points
Game Results Points	Win: 3 Draw: 2 Lose: 1
Overtime	Will only occur in finals. If in regular games it is deemed a draw. In Overtime: Coin Flip loser starts with the ball. Winning team is first team to score 2 points.

Foul Limit	6 Team Fouls
Free Throws	Shooting Foul: 1 free throw Bonus from team fouls: 1 free throw
Possession following a successful goal	Defensive team gain possession. Game begins behind the yellow line with the ball being “checked” by the now defensive team. Offensive team can only be behind the yellow line for 5 seconds before it is deemed a turnover.
Possession from a defensive stop (turnover, rebound, out, etc)	The ball and a player must go beyond the 3 point line (all 3 parts – the ball and both player’s feet), before they can attack for a score. If the turnover occurs beyond the 3 point line, then a pass <u>must</u> be made to another player beyond the 3 point line.
Possession from a jumpball	Defensive team gains possession and must take it beyond the 3 point line. If the jumpball occurs beyond the 3 point line, then a pass <u>must</u> be made to another player beyond the 3 point line.
Substitutions	Can only occur in dead ball or score situations. Substitutions must wait until the player is off the court before they can go on. All substitutions must enter/exit the court from the baseline (near the referee)
Forfeits / Team Withdrawals	If a team does not have 3 players to begin the game, they will have two minutes before it is deemed a forfeit. If any person that is associated with a team displays negative behaviour on or off the court, the 3 on 3 competition managers have the authority to withdraw the team from the remainder of the competition. If a team nominates and they do not play on the day they will not receive a refund – teams may use a different player from the one nominated provided that all rules above have been followed. This must be approved by the 3 on 3 competitions managers (please email Penrith3on3@gmail.com prior to the day).
Other Rules	All other rules regarding a game of basketball will be abided by the FIBA and Basketball NSW rules that PDBA have adopted into their domestic competitions this includes uniform, piercings etc