



HOUSE-LEAGUE "3-ON-3" BASKETBALL

INTERMEDIATE

House-League "3-On-3" Basketball is very similar to regular basketball, with a few modifications to the rules to allow for playability.

HOUSE LEAGUE BASKETBALL RULES

INTERMEDIATE (Grade 7 & 8)

GAME PLAY

All games are played on a half court.

Team size:

Each team is made up of three (3) members, but you are allowed to carry a maximum of four (4). Each member will play equal time. Only the names entered on the house-league entry form will be allowed to play. No substitutions of names. The only exception will be in case of an injury and this would be rare.

Length of game:

- Games will be fourteen (14) minutes with straight time.
- Rock, Paper, Scissors before the start of the game will determine who gets the ball out-of-bounds first.

Overtime:

A tie at the end of regulation time will be handled in the following manner:

- Regular Schedule/ Round-Robin games will remain a tie
- Playoff Games will be a three (3) minute straight time overtime period. If a tie still exists at the end of this overtime period, then the first free shot situation will take place. Each member of the two teams involved will take one shot from the foul shot line.

Starting Play/Resuming Play/Throwing In:

- The ball must be checked in by an opposing player and then must be thrown (not dribbled) in from the "take back" line.
- The ball must be "taken back" to the marked line on every changed possession. Violation occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point scored and possession of the ball will go to the other team. "Taking back" means both feet and the ball behind the take back line.
- All fouls and violations (double-dribble, travelling, etc.) will be played out-of-bounds at the top of the court.
- A ball out-of-bounds will be taken out at the top of the court.
- When taking the ball out-of-bounds or when shooting a free throw, a player shall put the ball into play in a reasonable amount of time (ie. No more than 10 seconds.)

Change of Possession:

- The ball changes possession after every basket (ie. No "Make It Take It), except after free throws in the occurrence that the shooting team retains possession of the ball.

Jump Balls:

- Jump balls will go to the defense (not alternating possession).

Time Outs:

- 1 – 30 second timeout per team will be allowed in the Finals only.

Fouls:

- Any time a basket is MADE and a foul is called:
 - The basket counts
 - The foul is recorded on the scoresheet
 - The defending team receives the ball
- If a foul is called and a basket is not made:

RECORDED TEAM FOUL #	RESULT (for the team that was fouled)
Teams fouls 1 to 6	All fouls are common fouls. Retain ball and check from the “take back” line.
Team fouls 7 – 11	One (1) free throw.
Team fouls 12+	One (1) free throw. Regardless if free throw is made or missed, the shooting team retains possession

SCORING:

- All baskets are worth one (1) point.
- Free throws count as one (1) point.
 - All players must remain behind the “take back” line while the free throw attempt is being made.

MODIFICATION:

- A “steal” can only be made when a player is dribbling, passing a ball or in a loose ball situation.
- Once a player stops dribbling, the ball becomes a “dead ball” and a defender may not attempt to steal it. This means that on a lay-up, a defender may not reach in and make contact with the ball (or the player.) If they do, a foul will be called.

Each team is responsible for:

- their own transportation
- own practice balls clearly marked with school name.
- team markers
- a teacher or parent to be with the team.

The Department of Physical Education will supply:

- scorebooks, timers and game balls. It is NOT necessary to bring these.