



Franklin Basketball Smith & Sons Junior Club League Rules for 3x3

VENUE/DAY:

- 8 week league
- Venue: Franklin Pool & Leisure Centre, 29 Franklin Rd, Pukekohe

GRADES:

- Under 10's
- Under 12's
- Under 14's
- Girls Only (12U & 14U)

GAME FORMAT:

U10's

- 4 x 7 min running clock quarters, 1 mins between all quarters.
- 3x3 format. Teams of min 4, max 6.
- No Score or competition points. Round Robin only.
- No Free throws - 2pt awarded on a shooting foul.

U12/14's

- 3x3 half court
- 3 x 9 min running clock games,
- Reset time to 10 mins and start (2 mins between games).
- 2 minutes warm up time (note the clock will not stop between warm up and the start of the game. It is the players, coaches and managers responsibility to be on the court ready for jump ball at the 9 min mark)

U10 Colour band Rules

There are multiple reasons as to why we have this rule in place. These rules allow for a more manageable game and if we continue to teach 1. Guarding 1 player, 2. Spacing, alongside these rules, will create a much better brand of basketball.

Rules:

- Match up players “like for like” (as best as possible coaches should try to create suitable matchups)
- These rules will be treated as any other violation in basketball & officials will be instructed on how to call these as following
- You cannot steal the ball of a player with a different band colour (only your own matchup) this includes blocking shots.
- However, you can STOP another player outside of your matchup from dribbling (get chest in front with hands up)
- If there is a violation of these rules it will be treated like a foul. In open court (side ball/baseline inbound).

It's important to be aware of what we are emphasising to our players/teams. In this age group especially we need to be process focused vs results focused. Continue to promote the things we want to value, which is ultimately a climate of development > a climate of performance.

RULES AND REGULATIONS:

TIME OUTS:

- U10 grades are allowed x3 timeouts (x1 30 second timeout in first half and x2 30 sec timeouts in the second half) **but not in the last 1 minute of the first half or last 3 minutes of the second half.**
- U12/U14 grades allowed x1 timeout per game
- Franklin Basketball encourages coaches to not use time outs and coach between quarters as the game times are short and the clock will not stop.

GAME BALL:

- 10U, 12U & 14U Girls Only grades use a SIZE 5 ball.
- 14U grades will use a SIZE 6.
- Franklin Basketball will provide game balls.

SUBS:

- **NO ROLLING** subs are to be made (exception of 10U grades).
- U12/U14 All subs can happen at a stoppage of play “dead ball”. This will usually be when there's been a foul or violation. Before checking the ball.
- No substitutions in the last 1 minute of the games.

FOULS:

- Any regular foul (whilst dribbling or off ball) will result in a foul to the team who committed the foul, and the opposite team's ball with a check ball at the top of the 3 point line.
- When there have been four team fouls in a game the fifth and any subsequent fouls will result in automatic 1pt for U12 and for U14 they will shoot 1 free throw.
- Players have five personal fouls per game, once the player has reached their fifth personal foul that player must be substituted and remain on the bench for the remainder of the game. Fouls reset for each 8 min game.

SHOOTING FOUL

- for the U12 Grades there will be **NO FREE THROWS**. The team of the player who was fouled will automatically receive the 1 or 2 points. (1 point for inside the 3 point shot line, 2 points for outside the 3 point line). It will then be a check ball to the defensive team. If the basket goes in, this will be the basket value plus 1 point or plus 2 points.
- for the U14 Grades there will be 1 x FREE THROW attempt with line up, if foul occurs on a three point shot attempt, 2 x free throws are awarded. As per 3x3 FIBA rules.

TECHNICAL FOULS:

- On players: Is non-contact abuse i.e. arguing, bad language etc (as per FIBA rules). The penalty is 1 x free throw, then the ball is returned to the team who had possession for a check ball at the top of the 3 point line. If a player receives a second Technical foul that player must vacate the facility and the leagues committee will review it to decide on any further action.
- On bench or coach: A team bench arguing with referees, bad language or inappropriate behaviour will not be tolerated. The penalty is a technical foul on the coach. If a manager or parent is showing inappropriate behaviour the coach of the person in charge of the team will be given a technical foul, 1 x free throw and possession goes to the team who had it at the time the technical foul was given. If the Coach receives a second Technical foul on the coach for the same behaviour that coach must vacate the facility and the leagues committee will review it to decide on any further action.

VIOLATIONS:

- Travels & Double Dribbles - opposite teams ball, check ball at the top of the 3 point line.
- Out of bounds - opposite team's ball, check the ball at the top of the 3 point line.
- Jump-ball - defensive teams ball to the check at the top of the 3 point line.

UNIFORMS:

- All teams **MUST** have the same colour uniforms with visible numbers both front and back.
- All players **MUST** be wearing **PLAIN BLACK** shorts if no uniform shorts are provided. No large logos, a small white logo is acceptable.
- **NO** t-shirts to be worn under playing singlets, compression shirts in black only but these must be fitted compression.
- **NO** long pants to be worn in games ($\frac{3}{4}$ tights are acceptable).
- **MOUTHGUARDS** are compulsory and must be worn at all times.
- Shoes must be worn in games.
- All jewellery including watches, rings and piercings must be removed before playing.

TEAMS RESPONSIBILITIES:

- Teams must register a minimum of 4 players and maximum of 6 prior to the first game.
- Warm up time will be available if time allows, max 2 mins.
- Each team **MUST** have an adult supervisor with them at all times. Coach, manager or parent.
- Each team **MUST** provide 1 person for the score bench for their own game. Failure to do so can result in 3 competition points lost.
- Players can play **UP** from a grade below but CANNOT play down. Once a player plays **UP** 4 times they are to stay in the grade above for the remainder of that season.
- **All players must stay upstairs while waiting for their game to start. They can make their way down to the courts no earlier than 3 min before the end of the last half.**

POINTS:

- Any basket made during the game inside the 3 point line (the big semi circle) will be awarded 1 point. Be sure to watch the referees as they will signal with their hands if the basket was made and how many points it was. Baskets made outside the 3 point line will be awarded 2. For the U14 Grades - Free throws will be awarded 1 per made basket. There are three separate "points" buttons for each team, +1, +2 . If you make a mistake simply press -1.

DEFAULT GAMES, LATE ARRIVAL/FORFEIT GAME

- If your team is unable to play a scheduled game due to any circumstances. You **MUST** contact the league manager - corey@franklinbasketball.org.nz, at least two days before the scheduled game. They will get in contact with the other team advising them of the default.

FOOD AND DRINKS

- Food and drink is not permitted downstairs at all.
- Sports drinks not permitted downstairs, water only.

The competitions are run in conjunction with the Official FIBA rules.

Please click on the link for more FBA Rules and Regulations

[FBA Rules & Regulations](#)

RULES FOR SCORING:

- 10U grades will be 3v3 and play 4 x 7 min quarters - 1 minute between the quarter time breaks
- 12U all grades will be 3x3 Half Court and play 3 x 8 min running clock games
- 14U all grades will be 3x3 Half Court and play 3 x 8 min running clock games
- U12/U14 - reset time to 10 mins and start (2 mins in between games)
- 2 minutes warm up time (note the clock will not stop between warm up and the start of the game. It is the players, coaches and managers responsibility to be on the court ready for jump ball at the 8 min mark for tip off)
- There will be the main blue score clock for the side closest to the clock display. The other court side will be a manual score flip chart.
- There will also be a paper scoresheet for the 3 game series. This can be done like a tally scoresheet.

Your job is now done! Thank you.