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CLC YMCA

3-ON-3 BASKETBALL TOURNAMENT

Finish your basketball season with a 3 v 3 tournament at the CLC Y. This tournament will be open for youth in grades 3–6.

April 2 (Boys & Girls Grades 3/6)

April 3 (Boys & Girls Grades 7/8)

Early Registration Fee: \$60/per team After March 23rd \$70/per team

Open Shoot: 8:15–8:45am Games Start: 9:00am

TEAM NAME:	
CONTACT EMAIL:	PHONE:
GRADES: <input type="checkbox"/> 3/4 <input type="checkbox"/> 5/6	GENDER: <input type="checkbox"/> BOYS <input type="checkbox"/> GIRLS
Players Names:	
1.	2.
3.	4.

Note: Teams can register by calling the CLC YMCA or online at www.clcymca.org. The registration form then must be sent via email after payment has been received. Please send registration form in mail with check and/or cash.

Please return this completed roster and return to: Joseph D. Clark, jclark@clcymca.org
 CLCYMCA.ORG ~ CLC YMCA, PO Box 787, Damariscotta ME 04543 (207) 563–9622

Central Lincoln County YMCA 3 v 3 Basketball Rules

- Tournament Levels – Boys & Girls grades 3–4, 5–6
- Court & Ball – A size 28.5 (intermediate) ball will be used for grades 3–6 boys & girls. A men’s ball will be used for boys in grades 7–8.
- Team Roster – 4 player’s maximum. 3 + 1 substitute. Note: Game must start with 3 (three) players in this 3x3 competition. Players cannot compete on more than one team.
- Initial Possession – Coin flip. Note: the team that wins the coin flip decides initial possession. If overtime is required, it will be sudden death and start with a jump ball at the foul line.
- Scoring – 1 point and 2 points, if scored behind the arc.
- Game Length & Score Limit
- The regular playing time shall be as follows: one period of 10 minutes of playing time. The clock will continue to run once the game has started.
- The first team to score 21 point or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score in the overtime wins the game. Initial overtime possession is determined by jump ball at foul line. Ball needs to be cleared beyond arc before legal score.
- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of forfeit, the game score is marked w-0 or 0-2 (“w” standing for win).
- Fouls/Free throws
- A team is in a penalty situation after it has committed 6 fouls. All common fouls after six team fouls will result in 1 free throw. After a team has reached 10 team fouls, 2 shots will be taken all fouls. Players are not eliminated from competition based on the number of personal fouls. Unsporting (technical fouls) will result in 2 shots and possession of the ball for the non-offending team.
- Fouls during the act of shooting inside the arc shall be awarded 1 free throw; fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded next possession. How the Ball is played
- Following each successful field goal or last free throw, alternating possession resumes at the top of the arc. Play can only be initiated with a pass. The defender guarding the inbound player cannot go above the arc. The other 2 offensive players cannot be double teamed on throw in.
- Following each unsuccessful field goal or last free throw, if the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. If the
- defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- A player is considered to be “behind the arc” when neither of his feet are inside not step the arc.
- In the event of a jump ball situation, the defensive team shall be awarded the ball.
- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation (loss of possession).
- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions require no action from the referees or any officials.
- Time-outs
- One 30-second time out is granted to each team. A player can call the time-out in a dead ball situation or if it has possession.