



# EVOLVE

BASKETBALL PERFORMANCE ACADEMY

---

## **EVOLVE 3v3 BASKETBALL LEAGUE RULES**

### **Uniforms:**

- Each player will be provided with an Evolve reversible basketball jersey that they must wear to all games.
- The listed “home” team will play in their white jerseys, the listed “away” team will be play in their black jerseys.

### **Basketball Size & Rim Height:**

- All games are played on a half-court, with one basket.
- The 7U and 9U divisions use a size 5 (27.5 inch basketball), the 11U division use a size 6 (28.5 inch basketball).
- The 7U division will play on an 8-foot rim, the 9U division will play on a 9-foot rim, the 11U division will play on a 10-foot rim.

### **Free-throws:**

- The 7U division will shoot free throws from 10-feet, the 9U division will shoot free throws from 12.5-feet, the 11U division will shoot free throws from 15-feet.

### **Scoring:**

- 1 point will be awarded for any made free throw.
- 2 points will be awarded for any made field goal inside the 3-point line.
- 3 points will be awarded for any made field goal from behind the three-point line.

### **Game Length:**

- Games will be 16-minutes in duration (game length may be extended in the playoffs).
- Games will consist of 4 periods of 4 minutes (periods may be adjusted in the playoffs).
- There will be a 1-minute halftime break.
- All games will be running clock (including during free throws), with the exception of timeouts and the last minute of the final period of the game.

### **Playing Time & Substitutions:**

- Each player is guaranteed 3 periods (12-minutes) of playing time per game (unless the player is injured or ejected from the game for unsportsmanlike conduct)
- Substitutions will be made at the end of each period (with the exception of injury or ejection) by Evolve coaches.
- Additional substitutions may be allowed in the playoffs during “dead ball” situations during the final period of play.

### **Shot Clock:**

- A shot clock will ***not*** be used – however, if it is deemed that a team is deliberately stalling and not making a sufficient attempt to score, they will be provided with a warning for delay of game. Subsequent deliberate stalling will result in a team technical foul resulting in the opposition receiving one free throw and possession of the ball.
- This rule will ***not*** apply for the last 20 seconds of the final period of the game (including the last 20 seconds of an overtime period).

### **Time Outs:**

- Each team will be provided with one 30-second time out per game (including overtime).
- Timeouts can be called by Evolve coaches or by players (or court or substitutes).

### **Possession and Jump-Ball Situations:**

- The “home” team receives possession of the ball at the start of each game.
- The start of each subsequent period will begin with each team receiving possession alternately (with the exception of playoff overtime – where the higher seed (listed home team) will start with possession).
- After a basket has been scored (field goal or final free throw) possession will be given to the opposition and play will restart with a check ball from beyond the three-point line above the top of the key.
- After a non-shooting foul has been committed (with the defensive team not in the penalty) possession will be given back to the offensive team and play will restart with a check ball from beyond the three-point line above the top of the key.
- After a violation has been committed possession will be given to the opposition and play will restart with a check ball from beyond the three-point line above the top of the key.
- All jump-ball situations (e.g. “held ball”) will result in possession being given alternately to each team and play will restart with a check ball from beyond the three-point line above the top of the key.

### **Change of Possession / Clearing the Ball:**

- On defensive rebounds or steals, players must clear the ball by dribble or pass across the three-point line before a basket may be attempted. Once across the line, the ball does not have to be passed before shooting.

### **Fouls & Restarting the game:**

- A non-shooting foul (prior to the team being in the penalty) will result in possession being returned to the team that was fouled. The game will restart with a check ball beyond the three-point line above the top of the key.
- A foul called in the act of shooting will result in free throws being awarded to the player which was fouled. If the player makes their *final* free throw the ball is “dead” and the opposition will restart the game with a check ball beyond the three-point line above the top of the key. If the player misses their final free throw, then the ball is “live”, and players can rebound the ball. If the offensive team (the team shooting the free-throw(s)) secures the rebound they can shoot without clearing the ball, if the defensive team secures the rebound, they must clear the ball before attempting a shot.

### **Foul Outs & Penalty:**

- There are no “foul outs” (players are not excluded based on the number of personal fouls) – however, a player can be ejected from the game for unsportsmanlike conduct.
- A team is in a penalty situation after it has committed 8 team fouls in a game.
- Team foul 9, and any subsequent team fouls, will be penalized with two free throws.

### **Technical & Unsportsmanlike Fouls:**

- Technical fouls are penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.
- Unsportsmanlike fouls are penalized with 2 free throws *and* possession of the ball.
- Players can be ejected for unsportsmanlike conduct and technical fouls.

### **Travelling Violations:**

- Travelling violations will be enforced but will be called at the referees’ discretion based on the age division and impact on the game.

### **Tied-Games & Overtime:**

- In the case of a tied game at the end of regulation during the regular season – the result will stand as a tie.

- In the case of a tied game at the end of regulation during the playoffs – a 2-minute overtime period will be played with the first team to score being determined as the winners. The higher seed (listed home team) will start with possession in overtime.
- In the case of neither team scoring on completion of the 2-minute overtime period the winner will be determined by “sudden-death” free-throws.

**Playoff Seeding - Tie Breaker:**

- In the case of two or more teams with the same record in the standings at the end of the regular season the point differential from all regular season games will be used to determine which team finishes higher in the standings.
- If the point differential is also equal then total points scored will be used to determine which team finishes higher in the standings.
- If both point differential and total points scored are equal, then a coin flip will be used to determine which team finishes higher in the standings.