

MICHIGAN MADE 3V3 BASKETBALL RULES

PRE-GAME

1. All games may start and be completed with any number of players (3,2,1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason (inclement weather, slow play, etc...). The final point of reference for scheduling procedures shall be the Michigan Made League Directors, not verbal information provided by any other parties. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin.

NOTE:

We suggest that you be at your court 15 minutes before the scheduled game time and stay there until your game is played.

REGISTERED OFFICIALS DUTIES

1. The Game Official will call all fouls and violations.
2. One (1) Game Official assigned per court.
3. The Game Official has absolute authority to control play on his or her court, including the right to ‘sit’ a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. League directors will be included in decisions by the Game Official to sit or eject a player.

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind the designated 3-point arch (approximately 16’9”) is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for the league:
 - o Winner is the team to score 15 points first, straight out.
4. All games will have a 25-minute time limit. The starting time will be recorded by the Game Official. (The “clock” will be stopped only during timeouts – regular and/or injury.)
5. The team leading at the end of 25 minutes will be declared the winner.
6. If the game is tied after 25 minutes of play, the Game Official will flip a coin to determine team possession. The first team to score will win the game.

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game.
2. If play is stopped by a teammate or a Game Official to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

LIVE BALL / DEAD BALL / POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the Game Official and will go to the defense. (Not alternating possession)
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play.
6. All fouls and violations will be played out-of-bounds at the top of the court.
7. A ball out-of-bounds will be taken out at the top of the court.
8. The ball must be “taken back” to the marked 3pt-line on the court on every change of possession. “Taking back” means both feet and the ball behind the take back line. 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. If the ball is not “taken back” and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the Game Official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly “taking it back” the foul will be honored; however, no points will be awarded.
9. When taking the ball out-of-bounds, a player shall have five (5) seconds to put the ball into play. A player shall have ten (10) seconds to initiate any free throw attempt. In either case, the Game Official is responsible for determining when a violation occurs, which will result in loss of possession of the ball.
10. Any infraction of these regulations will result in loss of possession of the ball.

FOULS AND FREE THROWS

All Shooting fouls will be handled in the following manner:

- When the basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
- When the basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.

NOTE:

One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

1. Non-shooting fouls-on and after the 7th team foul-will be handled in the following manner:
 - If the free throw is made, possession goes to the defensive team.
 - If the free throw is missed, the offensive team retains possession.
 - If a foul is committed as time runs out, a free throw will be awarded to the fouled player.
2. All free throws are dead balls.

FREE THROW OPTION:

In any free throw situations, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line for one (1) point, OR from behind the 2-point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2-point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (Exception: Technical Fouls).

3. All technical fouls will be counted as a team foul.

TECHNICAL FOULS – PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

DEFINITION: The Game Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include:

1. A Contact Foul intended to hurt an opponent, fan or Game Official
2. Vulgar or verbally abusive behavior
3. Other misconduct deemed inappropriate by the Game Official (e.g. intentionally kicking the ball, etc....) or
4. A contact foul designed to neutralize an opponent's obvious advantageous position.
5. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.
6. A Technical Foul will be counted as a Team Foul.
7. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.
8. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other Tournament Official.

9. Any player ejected from a Michigan Made League for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future leagues for a period of one (1) year.
10. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Game Official or other Tournament Official.

MISCELLANEOUS

1. All women's divisions and 10 and under age divisions will use the intermediate size basketball.
2. No drugs or alcoholic beverages will be allowed to be consumed prior to or during competition by players or coaches. There will be a zero-tolerance policy for any consumption on-site.
3. The Game Official shall order any player who is bleeding or has blood on his/her skin, shirts, shorts or uniform to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player's clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the Game Official. Return to the game must take place on a deadball situation.
4. The team captain or coach is always the team spokesperson, not a parent, spectator, or one of the other players. We ask that all non-coaches or non-players play the role of a spectator only.

SAFETY

Jewelry, earrings, rings, watches, hats, bandanas, and/or casts, etc., are not allowed to be worn by players during league games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.
