



Denver Parks & Recreation Denver Youth Sports 3v3 Basketball Rules & Quick Reference



	Ages 9-10	Ages 11-12, 13-14 & 15-17
Duration of Game & Scoring	15 minutes (running clock) or first to 15 points 1 point inside the arc & 2 points outside the arc	
Ball Size	28.5 (Women's)	29.5 (Official)
Goal Height	10 ft.	
Lane Violations	5 seconds	3 seconds
Free Throw Line	12 ft.	15 ft.
Free Throws	1 or 2 shots on shooting fouls. 1 shot on team fouls bonus.	
Fouls	3 per player. 6 per team (bonus on 7 th foul).	
Technical Fouls	Automatic 1 point and the ball	
Time Outs	1 - 30 seconds per game per team. On dead ball or with offensive possession.	
Possession Change	After each made basket OR ball taken outside the 2-point arc (both feet) on turnovers / loose balls	
Out of Bounds	Played from sideline or baseline if off defensive team. Played from top of 2-point area if off offensive team.	
Jump Balls	Awarded to defensive team at top of 2-point area	

1. Summer 3v3 is co-ed.
2. Format is 30 minutes of practice/skill building, followed by 30 minutes of game play (1-2 games per day).
3. Teams must be rotated daily and selected by coaching staff to ensure balanced competition. Maximum 5 players per team. A team must start and finish the game with 3 players.
4. ALL PLAYERS PRESENT MUST PLAY AT LEAST FIVE MINUTES OF EACH GAME. FAILURE TO COMPLY WILL RESULT IN FORFEIT OF GAME.
5. First possession will be decided by coin toss or equivalent (rock-paper-scissors, etc.).
6. Games are self-officiated by players, with coaches supervising and resolving any disputes/conflicts.
7. All games will be played half court. Possession changes after each made basket. Ball must be taken back above 2-point arc (with both feet) to change possession on turnovers and loose balls.
8. Balls out of bounds will be played in from the sideline or baseline if last touched by the defensive team, from the top of the 2-point arc if last touched by the offensive team.
9. All jump balls are awarded to the defensive team, played as an out-of-bounds ball/possession change.
10. Substitutions can take place on any dead ball or injury.
11. Jewelry is prohibited. This includes but is not limited to: hair beads, hard head bands, bobby pins, hard hair clips, watches, bracelets, earrings or other piercings, and necklaces. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible. No casts, hard or soft, allowed.
12. Overtime, if tied after 15 minutes, will consist of best-of-3 free throws (alternating) for each team; sudden death free throws (one shot per team, alternating) if tied after best-of-3 until a winner is decided. Players may only shoot once until all other players on their team have shot.