



3-ON-3 SUMMER LEAGUE PHILOSOPHY

Fargo Basketball Academy and Shoot 360 Fargo are teaming up to offer the opportunity for your player(s) to develop basketball skills in an exciting environment through our ultimate summer 3-on-3 league. We encourage healthy competition in which kids play hard, but still maintain good sportsmanship. The league will include both traditional 3-on-3 games at Fargo Basketball Academy as well as a shooting competition at Shoot360 Fargo using the cutting-edge technology.

Each game will have a court monitor that will help with the flow of play, assist the players with the facilitation of the rules and offer occasional instruction during the game. Therefore, this league is NOT adult or parent coached. We will not be keeping score, nor will overall records be kept. We want the athletes to play and work together as a team. This will benefit players in the long run as they will develop confidence and individual leadership skills.

The smaller team size (we recommend 4-5 players) increases offensive and defensive opportunities for each player through fundamental team play. This will also allow for more reps during the Shooting League competition. Court monitors will assist with substitutions to ensure that all participants play.

3-ON-3 SUMMER LEAGUE INFORMATION

Current division offerings (based on grades for the upcoming 2023-24 school year):

- Boys | Entering Grades 5 and 6 | Monday evenings from 5-7 PM
- Boys | Entering Grades 7 and 8 | Monday evenings from 7-8 PM
- Girls | Entering Grades 5 and 6 | Tuesday evenings from 5-6 PM
- The 4-week league will run from July 10-August 1.
- You must register as a pre-formed team. This would include a full roster of 4-5 players.
- Each team will be scheduled for an hour duration, with time spent in both traditional 3-on-3 as well as a shooting league contest.
- Games will be held in the evenings.
- Game starting times could be scheduled with a start time anytime between 5 pm and 9 pm, depending on your division and the number of teams in your division.
- Your scheduled time will be 1 hour in duration.
- In past years there were times when teams did not provide enough players, which is unfair to the teams who pay to play two games per night. Therefore, we will be implementing a \$25 penalty fee for any game in which your team must forfeit to reimburse any team affected.
- Please bring subs if your team will be short players one week. They can use the same waiver as the team players.
- Scores will be kept, and overall records will be reported.
- Prizes will be awarded for the league champions in each division.
- We will cap the league with 12 teams per division.
- Registration Deadline: Wednesday, July 5 (or when a division fills)



3-ON-3 SUMMER LEAGUE RULES

Start of Game

- Possession will be determined by rock-paper-scissors
- Pinnies can be provided for teams if needed
- Games will be played to 21 points or 15 minutes of running time, whichever occurs first
- No timeouts granted
- Player substitutions can be made after a made basket or on a dead ball

Scoring

- 1 point for a regular basket
- 2 points for a basket made behind the arc

Clock

FOR 5/6 BOYS: There will be a 15-minute time limit on each game. If the 21-point outcome is not reached after 15 minutes of play, the team with the lead will be declared the winner. If a game is tied after 15 minutes of play, the game will go into overtime.

FOR 5/6 GIRLS AND 7/8 BOYS: There will be a 25-minute time limit on each game. If the 21-point outcome is not reached after 25 minutes of play, the team with the lead will be declared the winner. If a game is tied after 15 minutes of play, the game will go into overtime.

Overtime

Overtime is sudden death (first to score), and the first possession will be determined by rock-paper-scissors. Overtime will be a maximum of 2 minutes. If the game is still tied after 2 minutes, the winner will be determined by sudden death free throws. (Each team is guaranteed at least one attempt.)

Fouls

- Non-shooting fouls 1-5: Offense will keep possession and check the ball on top
- Non-shooting fouls 6 and above: One free throw awarded
 - If the free throw is made, the ball changes possession. If a free throw is missed, the ball is live.
- Shooting fouls (within the arc): One free throw awarded
- Shooting fouls (beyond the arc): Two free throws awarded
 - If the second free throw is made, the ball changes possession. If the second free throw is missed, the ball is live.
- Intentional fouls and technical fouls will result in 2 points and the ball.

Change of Possession

- The ball must be brought to the outside of the 3-point line on all change of possessions and must be checked at the top of the key on all dead balls.
- The ball must be checked from the check zone after all made baskets and on all dead balls. The check zone is the area above the top of the key (lane lines extended). Offense can dribble, pass, or shoot once the ball has been checked.

Jump Balls

Defense gets possession on all jump ball calls.

Sportsmanship

Showing respect to court officials, teammates and opponents is required. (Swearing, taunting and other inappropriate behavior will not be tolerated.) Unsportsmanlike play can result in a technical foul or ejection from the game and/or league.

Court Monitors

FBA staff and Shoot360 Fargo staff will serve as court monitors. Court monitors will officiate and score each game.