

PLAY WITH PURPOSE™



LEVEL 3 MODIFICATIONS

<i>Rule</i>	<i>Explanation/Comments</i>
Goal Height	9 feet
Ball Size	28.5"
Games consist of six, 6-minute segments and an 8 minute halftime. One minute is allotted for substitutions between segments.	This keeps games to approximately an hour time frame.
Score IS kept	Young athletes at this age should learn how to handle winning and losing after competition. This translates into life lessons.
3-second violation is called and results in a turnover	At this age, young athletes should understand the concept of offensive movement by not allowing an offensive player to stay in the lane more than 3 seconds
Coaches allowed to walk the sidelines to encourage and instruct players	The focus is for coaches to instruct and encourage players at all times.
Clock runs continuously with special rules in effect with fewer than two minutes remaining in the game: <ul style="list-style-type: none"> › Non-shooting fouls result in the offensive team getting one point and the ball. › Shooting fouls result in the offensive team scoring two points. The opposing team then takes possession. › Players fouled in the act of shooting and making the basket are credited with the basket plus one point. The opposing team then takes possession. 	Because the clock does not stop, this rule keeps the game moving without wasting the running game clock on lining up for free throw attempts
Free throws are awarded on all shooting fouls.	Two shots are attempted by the fouled player at the 12' line. Remaining players assume proper free throw positioning. Ball is live if second shot is missed.
Stealing the ball off a dribble or pass is allowed	Players at this age should be taught and held to these basic basketball rules.
Double dribble violation is called in all circumstances	
Traveling violation is called in all circumstances	
Fast breaks are allowed in any transition situation	