

Jingle Jam 3v3 Rules

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All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games in brackets consisting of teams whose players are entering grades 3 through 9 as well as all games in the adult Elite Division. **Players fouled behind the two-point arc, while in the act of shooting, shall be awarded two free throws. A player fouled behind the two-point arc, not in the act of shooting, shall be awarded one free throw. The exception will be for successful field goals, in which case the basket counts and no foul shots will be awarded.**

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Length of Game – All Divisions (excluding the elite divisions)

If a score of 20 is achieved within 25 minutes

The target score for all games is 20 points, meaning the first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 25 minute clock is stopped during team time-outs (see rule 25) and if the court monitor stops play for a player injury (see rule 27) or other unusual circumstance. If neither team has reached a score of 20 points, the court monitor shall stop the game after 25 minutes of play.

In all situations, the court monitor shall declare a technical foul (see rules 12a & 13) if the monitor determines that a team is intentionally stalling to run out the clock.

If a score of 20 is not achieved within 25 minutes

At the conclusion of 25 minutes the team with the lead shall be declared the winner, regardless of the margin. Only if the teams are tied will an overtime session be played. In overtime, the first team to score a total of two points shall be declared the winner. The only exceptions are for the elite division, where all games go to 20 points and in grades 3-6, where overtime will be decided by sudden death, meaning the first team to score wins. A coin toss will determine who gets the ball out of bounds first in overtime.

No game shall go beyond 20 points. If a game is tied at 19 at the conclusion of 25 minutes, the first team to score in overtime shall be declared the winner.

Use the following examples:

Score tied 16 to 16: First team to 18 wins

Score tied 8 to 8: First team to 10 wins

Score tied 19 to 19: First team to 20 wins (no game goes beyond 20)

Score is 12 to 11: No overtime needed since one team has a lead

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Time-Out

Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.

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Start Possession

A player from each team will play Rock, Paper, Scissors to see which team starts with the ball.

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Free Throw Shooting Distance

The distance for free-throws will be 10 feet for brackets consisting of teams whose players are entering grades 3 and 4 and who are playing the distance will be 15 feet for all other brackets.

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Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

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Checked Ball

The ball must be "checked" by an opposing player before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. As always, the ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc. In games consisting of players entering grades 3 and 4 played on an 8 foot basket, the initial pass, if made behind the free-throw line extended, may not be contested by the opposing team. If the initial pass is made in front of the free-throw line extended, towards the basket, full defense may be played.

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Taking It Back

The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. "Taking it back" means bringing your whole body and the ball behind the 2 point arc.