

## MAYB Wichita 3 on 3 Rules

Rosters may include 3-5 players. All players must be on the official roster by Friday 3pm CST. Each team is granted 1 timeout for the game. Substitutions may only occur during a dead ball. Games will be played to 33 (Win by 2) or until the 25 minute time clock has expired. No stalling tactics may be utilized. First offense is a delay of game warning, Second offense is a turnover.

Team A scores on Team B. At that point, Team B will return to the top of the key and switch to offense.

An individual player will be disqualified following their 6<sup>th</sup> personal foul.

As far as foul shots go, any shooting foul on a two-point attempt will yield a conventional free-throw attempt, worth two points, from 15 feet.

On a three-point shooting foul, players will attempt a freebie worth three points from the top of the arc. The same logic applies for fouls that occur in the four-point shooting circle.

Once a team reaches five team fouls, all additional fouls will yield one free throw and possession of the ball is retained by the opposition. Any technical foul or intentional foul will result in two free throws and the ball to the opposition.

When shots are missed, the ball must be cleared to the top of the key. The only exceptions for not clearing the ball come when a shot doesn't hit rim and is rebounded by the defense or when the defense steals the ball.

On clearances, players must make sure they have both feet behind the three-point line before initiating a new offensive possession.

It's stressed that when a defensive rebounder clears the ball, he's required to "clear the lane and re-establish himself before his team's shot or pass hits the rim."