



3v3 League Rules

League Format

- Open to girls entering 6th, 7th, and 8th grade in Fall 2026.
- 5-week regular season.
- Each team plays 2 games per week.
- All games for a team will be played on the same evening (Tuesday or Thursday).
- 10 guaranteed regular season games.
- Playoffs and Championship held during the final week.

Team Rosters

- Teams may have 4-5 players.
- A minimum of 3 players is required to start a game.
- If a team has only 2 players available, the game may be played as a scrimmage but will be recorded as a forfeit.
- Players may only play for one team.

Game Length

- Two 12-minute running halves.
- 2-minute halftime.
- Clock stops only during the final minute of the second half if the score differential is 5 points or less.
- Games may end in a tie during the regular season.
- Playoff games will use overtime.

Scoring

- All baskets inside the arc = 1 point.
- All baskets beyond the 3-point arc = 2 points.
- Free throws = 1 point.

Start of Game

- Rock-paper-scissors or coin flip determines first possession.
- Possession alternates after halftime.

Change of Possession

After every made basket:

- The defensive team takes possession.
- Ball must be cleared beyond the 3-point arc before attacking.

After a defensive rebound, steal, or blocked shot:

- Ball must be cleared beyond the 3-point arc before attempting to score.

Failure to clear the ball results in a turnover.

Check Ball

- All jump-ball situations result in a "check ball" at the top of the key.
- Defensive player passes the ball to the offensive player to restart play.

Fouls

- Players should call their own fouls.
- Referees have final authority.
- Shooting fouls:
 - Missed shot = 1 free throw
 - Made shot = basket counts + 1 free throw

Team Fouls

- Team fouls reset each half.
- Beginning with the 7th team foul in a half, the opposing team receives 1 free throw plus possession.

Overtime (Playoffs Only)

- First team to score 2 points wins.
- Coin flip determines first possession.

Sportsmanship

- Good sportsmanship is expected from all players, coaches, and spectators.
- Unsportsmanlike conduct may result in technical fouls, removal from the game, or removal from the league.
- Referee decisions are final.

Standings

Standings will be determined by:

1. Winning Percentage
2. Head-to-Head Result
3. Point Differential(maximum +10 per game)
4. Points Allowed
5. Coin Flip

Mercy Rule

- If a team leads by 15 points with 5 minutes remaining, the clock will continue running.
- Games will continue to completion for standings purposes.

League Mission

The goal of the Mid-Summer Mashup is to provide a fun, competitive, and developmental environment where players can improve their basketball skills, gain confidence, and enjoy the game with their teammates throughout the summer.