

# 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"> <li>› Non-shooting fouls result in the offensive team getting one point and the ball.</li> <li>› Shooting fouls result in the offensive team scoring two points. The opposing team then takes possession.</li> <li>› 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.</li> </ul> | 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  |  |