



COMMUNITY DAY SPRING BASKETBALL LEAGUE

NORTH CAROLINA	DUKE	GEORGETOWN	SYRACUSE
BOSTON COLLEGE	GONZAGA	OREGON	UCLA

The rules of CD3 are as follows:

- Games are played on a half-court.
- Standard two- and three-point shots apply.
- There are three "**four-point zones**" on a circle 25 feet away from the basket. One is on the midline of the court; the other two are 40 degrees away from the midline. To score four points, a player's foot must be touching any part of a circle.
- Instead of a jump ball to start the game, the "home" team inbounds first. The home team is determined by a do-or-die 4-point shootout.
- Additional free throw is taken if a player is fouled while making a shot.
- A shooting foul awards one free throw, worth the same number of points as the fouled shot. Two-point shots are taken from the free throw line, three-point shots from the three-point line, four-point shots from the midline four-point circle. The free throw is awarded whether or not the fouled shot hits the basket.
- Fouls are ascribed to the team; players cannot foul out. In CD3, after the fifth team foul in each half, opponents are guaranteed two one-point free throws and possession of the ball. Only on the 10th team foul does the non-fouling team receive two free throws and possession.
- If a team or player receive a technical foul the game is over and forfeit.
- To win, a team must score 30 or more points *and* lead by at least two points.
- Halftime happens after one team reaches 15 points.
- Each team receives two timeouts—a 60-second and a 30-second—per half. Unused timeouts do not carry over.
- Substitutions can be made on a dead ball or by calling a timeout.
- After a score, a referee must touch the ball. After giving the defense 3 seconds to set, the opposing team must take the ball beyond the top out-of-bounds line. Player has 5 seconds to return the ball inbounds. Defensive rebounds must be cleared *if* the ball touched the rim. If the ball did not touch the rim, defensive rebounds do not need to be cleared.
- Steals do not have to be cleared.
- The ball is cleared when the player with the ball establishes both feet behind the 3-point line. The ball can be cleared by dribbling or passing.
- A defensive rebounder who makes a direct pass that clears the ball must clear the lane and re-establish himself before his team's shot or pass hits the rim.
- If, following a defensive rebound after the ball touches the rim, the rebounding team shoots or passes before clearing the ball and the ball hits the rim, it results in a turnover.
- Once a team has cleared the ball and establishes itself on offense, the normal "3 seconds in the key" rule applies.
- There is no defensive "3-second" rule.
- All defensive strategies are allowed. Zone—Man to Man