

YOUNG3

RULEBOOK & EXPLANATIONS

Understand the format, scoring, and special rules.

2026 EDITION | OFFICIAL SOURCE UPDATED APRIL 17, 2026



Start here

This guide combines Just Compete explanations with the complete official YOUNG3 rulebook supplied in your program materials. The explanations help players, families, and coaches understand the game; the official source remains the governing reference.

Before play: Confirm local game timing, halftime, optional shot clock, equipment settings, and eligible Bring the Fire situations with the coordinator and Crew Chief. The supplied rulebook has inconsistent wording in some of these areas; no new rule is established by this guide.

CLICK TO FIND YOUR SECTION

Game format, scoring & clearing

PAGE 2 >

Free throws, bonus & discipline

PAGE 3 >

Bring the Fire: process & possession

PAGE 4 >

Complete official 2026 rulebook

PAGE 5 >

The source rulebook starts on PDF page 5. Its original page numbers are preserved. Links to the original FAQs and rules explainers appear throughout these resources.

Source materials: supplied YOUNG3 Rulebook, Rules Explained, Referee Review, 4 Point Shot FAQ, Bring the Fire FAQ.



YOUNG3

FORMAT, SCORING & CLEARING

The everyday rules that keep YOUNG3 moving.

[QUICK GUIDE](#) | [SEE THE OFFICIAL RULES FOR FULL PROCEDURES](#)

Game format and clock

Half court; three players per team on court; roster of five to six. Standard target: 30 points or 30 minutes, whichever comes first. No win by two. Tied games use sudden death overtime, with a coin toss for opening possession. Local timing may be adjusted by the league.

Scoring opportunity	Value / requirement
Inside the 3 point line	2 points
Beyond the 3 point line	3 points
Designated 4 point circle	4 points; shooter touching the circle at release
4 point circle placement	8U/10U: inside the arc. 12U/14U/17U: recommended 3 feet beyond it.

After a score: restart at the top

The scored upon team receives the ball from the official at the top. The player has 5 seconds to dribble or pass into play. The scoring team must not touch the ball after a made basket or interfere with the official's exchange.

After a defensive rebound: check the rim

If the shot touched the rim, clear the ball by pass or dribble until the player in possession has both feet beyond the 3 point line. If the shot did not touch the rim, no clearing is needed. Steals also do not require clearing.

Age specific clearing and defense

In 12U, 14U, and 17U, all rebounding teammates must clear the lane with both feet before receiving the ball back and scoring. A made shot before legal clearing results in a turnover; 8U/10U receive one warning before the turnover procedure. Teams must play man to man; zone defense is prohibited.

Official source: original pp. 8-9 and 13-15. Confirm the agreed halftime trigger and any optional shot clock before play.

FREE THROWS & TEAM FOULS

One attempt can carry the value of the original shot.

QUICK GUIDE | OFFICIAL SOURCE PP. 9-11



Situation	Attempt and location
Missed 2 point shot with a shooting foul	One free throw worth 2 points, from the free throw line
Missed 3 point shot with a shooting foul	One free throw worth 3 points, from the top of the 3 point line
Missed 4 point shot with a shooting foul	One free throw worth 4 points, from the top 4 point circle
Made basket plus an and one	One free throw worth 1 point, from the free throw line

Beginning with the sixth team foul

All personal fouls, including double fouls, count toward team fouls. Players do not foul out. On a bonus nonshooting foul, the fouled player receives one free throw worth 2 points. A make retains possession for that team; a miss is live for a rebound.

Shooting fouls while in the bonus

On a missed shot, use one free throw with the applicable 2, 3, or 4 point value and location. A make retains possession; a miss is live for a rebound. On a made basket plus an and one, the extra free throw is worth 1 point: after a make, the other team receives possession; after a miss, rebound for possession.

Technical fouls and conduct

The first technical foul per team results in one shot worth 2 points; later technicals result in two shots worth 2 points each. The team that had possession retains it. Technicals do not count toward the bonus. Officials may eject players or coaches for prohibited language, physical altercations, or other qualifying misconduct.

For 8U and 10U, officials and the league may adjust the shooting location for 3 and 4 point foul shots. Officials manage lane positions, free throw violations, and the exact restart. Read the complete official procedures.

YOUNG3

BRING THE FIRE



A head coach challenge resolved through one on one play.

QUICK GUIDE | OFFICIAL SOURCE PP. 11-13

1. Confirm eligibility and request the challenge

Each team may use Bring the Fire once per half. Only the head coach may call it, before the free throw shooter releases the ball. It applies to eligible personal foul situations and specified exceptions. The official text and FAQs differ on some eligibility wording; confirm the call with the Crew Chief.

2. Set up the two players

Officials select the two players involved in the original foul. The offense receives the ball inside the arc at the tip of the circle. The defender starts 3 feet away. No dribble is required before shooting. A 10 second clock begins when the offensive player receives the ball.

3. Play one shot inside the arc

The attempt must stay inside the 3 point arc. The challenge ends on the shot, an offensive turnover, clock expiration, or when the offensive player or ball touches the arc. A defender sending the ball out of bounds or outside the arc also ends the challenge. The official rules include a 3 second backdown restriction below the foul line.

4. Apply points and record the correct foul

A made basket is worth the original attempt: 2, 3, or 4 points. For a challenged defensive foul, an offensive score or another defensive foul keeps the foul; a defensive stop removes it. For a challenged offensive foul, an offensive score or defensive foul removes it; a miss, offensive foul, or turnover keeps it. Officials record the result before restarting play.

Challenge result	Possession after the challenge
Offense scores; team was in the bonus	Offense receives the ball again; no additional bonus free throw
Offense scores; team was not in the bonus	Defense receives the ball
Defense gets a stop	Defense receives the ball

Declining to play a called challenge concedes the points and foul. Read the complete official procedure for exceptions and foul outcomes.

Source: official 2026 rulebook. Bring the Fire FAQs provide an introduction; use the official procedure for final rulings.



OFFICIAL RULEBOOK

DISCLAIMER

Last Updated 4/17/26

The information contained in this transmission contains privileged and confidential information. It is intended only for the use of the person(s) approved for YOUNG3. If you are not the intended recipient, you are hereby notified that any review, dissemination, distribution, or duplication of this communication is strictly prohibited. If you are not the intended recipient, please contact the sender by reply email and destroy all copies of the original message.

TABLE OF CONTENTS



PLAYER ELIGIBILITY	3
Player Registration	3
Player Verification	3
Roster	3
Age Group Guidelines & Segmentation.....	4
SEASON FORMAT	5
Timing	5
Games and Practices.....	5
Staffing	5
Game Results.....	5
Team Names.....	6
GAMEPLAY FORMAT.....	6
General	7
Winning Score & Game Timing	7
Timeouts, Subs, and Half Time.....	8
Scoring	8
Shot Clock.....	8
Free Throws.....	9
Fouls & Ejections	9
Bring The Fire	10
Made Baskets / Take Out Up Top.....	12
In-Bound (Dead Ball).....	12
Clearing / Taking it Back	13
Defense.....	14
Violations	14
Sideline Requirements.....	14
OFFICIALS AND THEIR DUTIES.....	15
The Game Officials	15
Duties of the Officials	16
Correctable Errors	16

PLAYER ELIGIBILITY

Player Registration



Registration should open at least 8 weeks in advance of the first league game via digital platform. Registration must include waivers, acknowledgment of data sharing, and at least one (1) option for a payment plan. Registration must also indicate the next steps for how to opt-in to the payment plan.

Players must be registered individually. There is no team registration, however, parents can make certain requests such as sibling, teammate and/or coach requests for their child. Operators shall make best efforts to accommodate sibling, teammate and/or coach requests while also communicating to parents that these requests are not guaranteed. League Operators should do their very best to accommodate all sibling requests to help manage conflicting practice and game schedules.

Registration should inquire if the parents are interested in volunteering to coach and/or referee. The League Operator must seek volunteers to help coach as needed.

Player Verification

If a parent, player, or coach is found to have forged a document or falsified an authentic document or used a forged or falsified document to deceive, YOUNG3 may disapprove, deny registration to, and/or dismiss that individual from the league.

If a parent, player, or coach is found to have manipulated or attempted to manipulate identification or other verification documents, YOUNG3 reserves the right to dismiss that player from the league.

Roster

Teams will be required to have rosters with a minimum of 5 players and a maximum of 6 players. YOUNG3 has a “no cut” policy. Every player that registers will be placed on a team.

It is the responsibility of the League Operator to make sure that teams are as even as possible.

Age Group Guidelines & Segmentation

YOUNG3 Leagues are available to players ages 6-17.



YOUNG3 has adopted a Birth Year model designated to help ensure player safety, consistency and competitive fairness, and balance of youth basketball players. The Birth Year segmentation model utilizes the year of birth of players— rather than their grade—to ensure a developmentally appropriate playing experience.

- For the purpose of eligibility for YOUNG3; “Birth Year” is defined as August 1 – July 31
- Date of birth is the final determinant of eligibility

Age Group Segmentation will be as follows:

Age Group	Ages
8U	6, 7, 8
10U	9, 10
12U	11, 12
14U	13,14
17U	15, 16, 17

*School grade divisions may be permitted at the discretion of the League Operator (where precedent has already been set) and YOUNG3.

YOUNG3 encourages mixed gender leagues. Separate gender divisions may be permitted at the discretion of the league operator (where precedent has already been set) and YOUNG3.

SEASON FORMAT

Timing



YOUNG3 Leagues are highly encouraged to operate year-round to provide continuity and sustained engagement, with the summer months (May – August) being a natural season option to allow for overlap with the Pro League.

Games and Practices

YOUNG3 Leagues will follow a season format where games are scheduled and played each week of the season. It is up to the League Operator to schedule games in advance for the day of the week that works best for the league.

Each season must consist of at least six (6) games and no more than twelve (12) games within league play.

There must be at least one (1) team practice held prior to the team's first game.

YOUNG3 highly recommends that an end of season playoff or tournament is held at the end of each season.

Staffing

There must be a league or facility staff member available in person for every game. The minimum age for any staff member should follow applicable local laws. All staff should be clearly identified.

For every game, there must be two (2) officials per court / game. There should also be a healthcare personnel (ex. nurse, athletics trainer) at all games.

Operators and staff are responsible for supporting any event setup and breakdown.

Game Results

Operators must post physical and/or digital schedules on a weekly basis as well as standings / scores pages.

It is recommended that schedules as well as scores are posted on the League website as well as emailed out on a weekly basis.

Team Names



Team names will include the name of the Big3 team that the team has received as their uniform with the option of adding 1-2 words.

For example, a team name may include the Team plus the coach's name, such as "Miami 305 – Jones," or more original names, such as "Miami 305 Falcons."

GAMEPLAY FORMAT

General



YOUNG3 Games will be played on a half-court with 3 players on the court for each team.

Hoop heights and basketball sizes should be adjusted per age group and follow the below guidelines:

Age Group	Hoop Height	Basketball Size
8U	8'	Girls and Boys (size 5; 27.5")
10U	9'	Girls and Boys (size 6; 28.5")
12U	10'	Girls (size 6; 28.5"), Boys (size 7; 29.5")
14U	10'	Girls (size 6; 28.5"), Boys (size 7; 29.5")
17U	10'	Girls (size 6; 28.5"), Boys (size 7; 29.5")

Winning Score & Game Timing

YOUNG3 Leagues are required to keep score during gameplay as well as have a running clock present for all games.

All games will play until either **1)** the Winning Score of 30 points is met or **2)** the Game Length of 30 minutes expires, whichever comes first.

Teams do not have to win by 2 points.

Age Group	Winning Score	Game Length
8U	30	30 Minutes
10U	30	30 Minutes
12U	30	30 Minutes
14U	30	30 Minutes
17U	30	30 Minutes

If overtime is needed, teams will play a sudden-death overtime with the team scoring first wins. All fouls carry over from the game. If teams are in the bonus then teams will remain in the bonus. A coin toss will determine possession at the start of overtime.

Each team receives 1 extra 30-second timeout for overtime



*League Operators can adjust the Winning Score and Game Length timing so that it fits best with their schedule each week

Timeouts, Subs, and Half Time

During gameplay, each team is awarded one (1) full 60-second time-out and one (1) 30-second time-out per half.

All Games must incorporate a half-time where gameplay stops for 5 minutes to give players time to rest, hydrate and talk with their team. During this time, the game clock should not be running.

Halftime should be the halfway point of the Game Length (i.e. Halftime = 12 minutes for 8U & 10U)

Substitutions may be made after a stop in play (foul, out of bounds, or time-out)

Scoring

All League games are required to keep score during gameplay with results posted / communicated out after each week.

Scoring Rules:

- Standard 2 and 3-point shots apply
- Exclusive 4-point shot applies when a player is touching any part of the 4-point circle
 - o 4-point shot location to be flexible based off age group
 - o Ref Mechanic for 4-point attempt is finger pointing to 4-point area and single arm raised with 4 fingers for a made attempt
- Age Groups 10U and 8U should place 4-point shot inside the 3-point line
 - o YOUNG3 recommends moving the 4-point shot to a different location inside the 3-point line each week
 - o Recommendation is for 1 4-point shot for 10U and 8U age groups
- Age Groups 17U, 14U, and 12U should place 4-point shot 3 ft beyond the 3 point line
 - o Recommendation is for 2 4-point shots for 17U, 14U, and 12U age groups

Shot Clock

For Age Groups 12U, 14U, and 17U, Operators can incorporate a ~~14~~ 20 second shot clock if they would like. The shot clock will be used and will reset of the following condition(s)

- Offensive rebound (after ball touching the rim)
- Defensive rebound



- Change of possession
- Defensive fouls
- Defensive kickball
- For plays initiated by the official at top; official will chop the clock in when player given the ball, either dribbles on court or passes to teammate on court.
- Clock will not start on baseline and sideline plays until the official chops the clock in with extended arm

Free Throws

Free Throw rules will be as follows:

- A shooting foul on a missed basket will result in 1 free-throw shot attempt from the foul line.
- On a 2pt attempt, Player gets 1 shot (for 2pts) from the free throw line.
- On a 3pt attempt, Player gets 1 shot (for 3pts) from the top of the 3-point line.
- On a 4pt attempt, Player gets 1 shot (for 4pts) from the top 4-point circle.
- All “and 1’s” are shot from the free throw line.
- On 1-for-1 and 1-for-2 free throws, it is permissible for one defensive player and/or one offensive player to be outside the 3-point line and above the free throw line extended. On 1-for-3 and 1-for-4 free throws, all players not shooting a free throw must occupy a marked lane space

*On all 3pt and 4pt fouls for 10U and 8U age groups, League Operators and their Officials may use their best discretion for where those shots will be shot from

Fouls & Ejections

All personal fouls will be counted as team fouls including double fouls. No player fouls out.

- On and after the 6th team foul, if non shooting foul, player that was fouled gets 1 free-throw shot for 2 points and possession of the ball if free-throw is made. If missed, rebounding team gains possession of ball.
- If shooting player was fouled and basket made, player that was shooting receives 1 shot from free throw line for 1 point. If shot is made, defensive team receives possession at the top, if missed, rebounding team gains possession of ball.
- If shooting player was fouled and basket missed, player that was shooting receives 1 shot from free throw line for 2 points or appropriate placement if 3- or 4-point shot was taken. If shot is made, shooting team retains possession, if missed, rebounding team gains possession of ball.



Technical Fouls may be called for any act that the official deems as unsportsmanlike conduct either towards a player or an official. Technical Fouls will be handled as follows:

- First technical foul per team, will be 1 shot for 2 points. Team that had possession of ball at time foul was called, retains possession.
- Any subsequent technical foul(s) after will result in 2 free throws worth 2-points each. The team that had possession of ball at time foul was called retains possession. These will not count towards the bonus.

Any racist, sexist, or homophobic language, or physical altercation on the game premises from players/coaches is not allowed. If this occurs, the game will be stopped and the player/coach will be ejected from the game.

Any ejection decision is made at the officials' discretion. Officials have the right to determine what is deemed as offensive language. If offensive or confrontational language occurs, the officials' will determine if an ejection is warranted.

Bring The Fire

YOUNG3 incorporates the BIG3 rule of "Bring The Fire" and those rules are as follows:

Basic Rules:

- Each team can "Bring the Fire!" one time per half.
- Bring the Fire is challenging ANY personal fouls that is in the act of shooting that does not result in a made basket or if team is in the bonus and fouled would result in a shot may Bring the Fire.
- Only the head coach can call "Bring the Fire" (It is not the player's decision). Head Coach must request the challenge before the ball is released by the free throw shooter.
- A challenge may not be called while a challenge is in progress.
- Only the offended team (foul called against) may call for the Bring The Fire! challenge.
 - o Defensive foul. Defensive Team's Head Coach
 - o Offensive foul. Offensive Team's Head Coach
- On defensive fouls:
 - o If the Bring the Fire challenge results in the offensive player making the basket or another defensive foul is committed, the foul WILL count as a personal and team foul against the defense.



- If the Bring the Fire challenge results in an offense miss, offensive foul or offensive turnover, then the FOUL will NOT count as a personal and team foul against the offense.
- On Offensive Fouls:
 - If the Bring the Fire challenge results in the offensive player making the basket or getting fouled by the defense, the offensive foul WILL NOT count as a personal and team foul against the offense.
 - If the Bring the Fire challenge results in an offense miss, offensive foul or offensive turnover, then the FOUL, WILL count towards a personal and team foul against the offense.

Exceptions:

- Offensive foul where the basket goes in and waved off by the official, can be challenged by the offensive team.
- Common foul called where the team that was fouled is or will be in the bonus, can be challenged by the team that was fouled.
- Technical Fouls

Process:

- Must be challenged before the ball is released by the free throw shooter.
- The two players involved in the foul (determined by the officials) will go “one on one.” Defensive player must start 3-ft away from offensive player until ball is at the disposal of the offensive player.
- The offensive player gets one shot (below the 3-point line). Official will give the offensive player the ball inside the three-point arc at the tip of the circle. The shot must be taken inside of the 3-point arc. Should any part of the offensive player touch the 3-point line, the challenge will end. Offensive player will not be required to dribble prior to shooting.
- If the offensive player dribbles the ball below the foul line for three seconds while backing down with back or side to the basket will be a violation.
- There will be a 10 second shot clock that will start once the offensive player has received the ball from the official.
- A made basket will count as either 2 pts, 3 pts or 4pts depending on where the original foul was committed.
- If a foul is committed by the offense, it will equal a missed basket
- The challenge ends when:
 - Shot is taken.
 - Offense turns the ball over.
 - Defense hits the ball out of bounds or outside three- point arc.
 - Shot clock expires.



- Any part of the offensive player or the ball touches the 3-point arc.
- If a Team declines to play the BTF challenge. That team concedes the points and the foul.

Resumption of Play:

- A team in the bonus when the play is challenged will NOT also get to shoot the free throw associated with being the bonus.
 - If the offensive player scores, the offense WILL get the ball back.
 - If the challenge results in a defensive stop, the defensive team will get the ball.
- A team not in the bonus when the play is challenged.
 - If offensive player scores, defensive team will get the ball.
 - If the challenge results in a defensive stop, the defensive team will get the ball.

Made Baskets / Take Out Up Top

On a made basket, the ball is thrown to the official up top or the lead official will retrieve the ball and pass to the top. The team who was scored upon becomes the offense and the scoring team becomes the defense. Scoring team may not touch the ball after a made basket.

After a score (only), the ball must be taken out up top. After the official hands the player the ball, that player can start play dribbling in or passing it in bounds. This must be done within 5 seconds.

One warning will be given, per team. Every subsequent failure to in bounds the ball within the 5 second clock will be a turnover.

Unreasonable delay, by either team, to include, offense not getting in position to receive ball from official, will result in a delay of game warning or technical foul.

Defense may not interfere with the inbound pass from the official, first offense a warning, then delay of game technical.

In-Bound (Dead Ball)

All violations shall be taken out of bounds on the baseline or sideline. Player must pass the ball to another player in play within 5 seconds.



If the ball is inbounded on sideline, ball is put in play above 3-Point line. This would include common, non-shooting fouls as well as violations, traveling, out of bounds plays.

For out of bounds under the basket, ball will be taken out under basket and ball does not have to be cleared on the ensuing throw in.

Clearing / Taking it Back

YOUNG3 follows the 3v3 basketball rule of having to clear the ball beyond the 3-point line after a rebound. Clearing rules will be as follows:

- Defensive rebounds that touch the rim must be cleared past the three-point arc, anywhere on the floor. Defensive rebounds (now the offensive team) that don't touch the rim (air-ball, hitting the net) do not have to be cleared.
- The ball is cleared when the offensive player with the ball establishes both feet behind the 3-point line - the ball can be cleared by dribble or pass.
- Steals do not have to be cleared.
- For 17U, 14U, and 12U age groups
 - o On a defensive rebound, (now the offensive team) all players on rebounding team must clear the lane (both feet) before attempting to receive the ball back and score again. If a player does not clear the lane before a shooter releases the ball on a successful field goal attempt, a clearing violation has occurred.
 - This results in a turnover
 - o Should a ball not be cleared, and the shot is MADE, it will result in a clearing violation being call resulting in a turnover. Shot clock would reset if the offensive team gained the rebound, but the ball still must be cleared prior to made basket.
- For 10U and 8U age groups:
 - o Should a ball not be cleared, and the shot is MADE, it will result in one warning, followed by a turnover.
 - o "Clear the Lane" is not required
- The Mechanic for a warning of the ball not been legally cleared will be as follows:
 - o Both a verbal command from the official and outstretched arm, fist shown. Fist will be held out until ball is cleared or becomes a violation.
 - o Should violation occur, mechanic will follow the backcourt call. Finger pointing to clearing line with back-and-forth motion.
 - o Primary official will make the call and second official should echo the held fist and the violation call.
 - o Official should be loud and clear enough for table to understand call.



Officials should verbally prompt players to clear the ball to keep gameplay flowing and reduce unnecessary stoppages

Defense

YOUNG3 only permits that teams play man to man defense during gameplay. Zone defense is not permitted.

Violations

YOUNG3 incorporates the following violations:

- There is no defensive 3-second violation
- Held ball will be determined by the alternating possession arrow
- Goaltending and basket interference is not permitted. Results in shot being counted or not counted if violation is by the offense
- Standard traveling violation to be called by official
- When a field goal is made, and ball has not been cleared
- Free Throw attempted must hit the ring or flange
 - o Should this not occur with being an “air ball”, defensive team will be awarded the ball at the 3-point line for a throw in

Sideline Requirements

YOUNG3 recommends no more than two (2) to three (3) coaches are allowed on the bench. Coaches shall not go onto the court unless requested by the referee.

The top/left team on the schedule shall be the home team. The bottom/right team on the schedule shall be the visiting team. During games, teams will sit on the same sidelines opposite from parents and bystanders. If standing on the sideline and facing the court, the home team will sit on the left half sideline/bench and the visiting team will sit on the right.

The bench area is reserved for Players and Coaches only. Any person in the bench area during a YOUNG3 game must be registered as a coach/volunteer and be in compliance with all YOUNG3 Health and Safety Guidelines. At least one (1) person age eighteen (18) or older must be on the bench at all times.



OFFICIALS AND THEIR DUTIES

The Game Officials

The game officials shall be a 2-person crew, Crew Chief and Referee. They will be assisted by another official in charge of keeping score and clock.



The Crew Chief shall be the official in charge. The Crew Chief shall make decisions on any points not specifically covered in the rules.

The Officials shall wear the uniform approved the league or tournament

Duties of the Officials

The officials shall, prior to the start of the game, inspect and approve all equipment, including court, baskets, balls, backboards, timer's, and scorer's equipment.

The officials shall not permit players to play with any type of hand, arm, face, nose, ear, head, or neck jewelry.

The officials shall not permit players to wear head gear such as hats, caps, beanies, or any other item that can be easily dislodged.

The officials shall not permit any player to wear equipment which, in their judgment, is dangerous to other players. Any equipment which is of hard substance (casts, splints, guards, and braces) must be padded or foam covered and have no exposed sharp or cutting edge. All the face masks and eye or nose protectors must conform to the contour of the face and have no sharp or protruding edges. Approval is on a game-to-game basis.

It is the duty of the Officials to keep gameplay moving and reduce any unnecessary stoppages.

Correctable Errors

Officials may correct an error if a rule is inadvertently set aside and results in the following:

1. Failure to award a merited free throw.
2. Awarding an unmerited free throw.
3. Permitting a wrong player to attempt a free throw.
4. Erroneously counting or canceling a score.
5. Awarding the ball to the wrong team after a score or stoppage of play, must be corrected before the shot clock starts properly and a legal touch happens inbounds.

Except for number 5 above, the ability to correct the error must be exercised BEFORE the ball becomes live after the NEXT dead ball. It must be caught before the ball becomes live for the 2nd time, (two plays), with the clock running.



COMPLIANCE

Violations of the rules and policies within this document will not be tolerated.

If any participant/team/coach/operator/staff are in violation of rules and policies, RCX and BIG3 reserve the right to dismiss them from operation of an YOUNG3 League and prohibit further participation or affiliation with the YOUNG3 Program.

