

# 2019-2020 ADULT 3 v. 3 BASKETBALL RULES

## Game Format

- 1) All games will be played **at the Waterford Recreation Center, 5640 Williams Lake Road, Waterford, MI 48329**
- 2) Earliest start time will be 6:30 p.m. Latest start time will be 9:30 p.m.
- 3) The game shall be played on a half court by two teams of three players.
- 4) Each team must have a minimum of three players to start a game.
- 5) A maximum of 6 players will be allowed on a team roster.
- 6) Each team will assign a Captain. It is the CAPTAIN'S RESPONSIBILITY to keep team players in control at all times and to inform each player the rules of the league.
- 7) Games are played to a score of 21, and teams must win by 2 points. If 21 is not reached by the 25 minute mark, the game will end. Baskets made outside or behind the 3-point arc are 2 points, everything else is 1 point.
- 8) Each team is given 1 timeout to be used at any time throughout the current game.
- 9) Games are officiated. It is \$12 cash per game to the official on-site.
- 10) An individual player may not foul out, but can be ejected if warranted. b. Any offensive foul shall result in loss of possession and disallowing any converted basket. c. Any shooting foul with a missed basket shall result in the FREE THROW OPTION (See later). d. Any shooting foul with a converted basket shall result in the basket being counted and a change of possession.
- 11) The start of each game will be determined by coin toss. Winner will take possession of the ball.
- 12) Alternate taking the ball out of bounds for jump ball situations.
- 13) On all mid-court dead ball situations, the ball must be checked in and play must begin with a pass.
- 14) In order for the player to be out of bounds on the sidelines their foot or hand must be touching the outside of the black line. This does not apply to the baseline and does not apply to the basketball (any part of the ball that hits the black paint is out of bounds). This rule is applied to both entire sidelines. The ball must be taken beyond the top of the check line after each change of possession occurs. The check line is the foul line extended to each sideline. A change of possession occurs when: a. A basket is scored. b. A violation is committed. c. The ball is stolen. d. The defensive team rebounds the shot (this includes "air balls").
- 15) Games are 25 minutes long with a running clock. ***Clock does stop with 2 minutes left and less on dead balls and fouls.***
- 16) Like color shirts must be worn at all times.
- 17) Individuals may not participate on more than one team.
- 18) Rosters may be changed up until the 4th week of scheduled games. Any team who uses ineligible players will automatically lose the game in which they played.
- 19) In the event of teams ending the regular season with same record, playoff seeding will be determined by Head to Head and then by the amount of Points Against.
- 20) The decision of the official or site supervisor on rule interpretations is final.
- 21) NO DUNKING!

## Fouls and Free Throws

1. All Shooting fouls will be handled in the following manner:
  - A. When the basket is made—possession goes to the defensive team.
  - B. When the basket is missed—if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession. NOTE: One (1) free throw will

be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

2. Non-shooting fouls—on or after the 7th team foul—will be handled in the following manner:

- If the free throw is made, possession goes to the defensive team.
- If the free throw is missed, the offensive team retains possession.
- If a foul is committed as time runs out, a free throw will be awarded to the fouled player.

**FREE THROW OPTION:** In a free throw situation, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line (15 ft.) for one (1) point, or from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the nonshooting team will be awarded possession on the ensuing throw-in regardless of whether the shot is successful or not (Exception: Technical fouls). With under a minute left, if a one-point option is chosen, there will be a change of possession regardless of whether they make or miss it.

### **Players/Eligibility**

**Each season players must sign a NEW player waiver. Players can not carry over their player waiver from the winter to the fall season.**

- 1) Teams must have a roster and player waivers turned into the Recreation Office prior to playing your first game. You cannot turn in your roster and player waivers at your first game.
- 2) Teams without a roster and player waivers turned into the Recreation Office prior to their first games will forfeit that game and any games thereafter until proper forms are turned into the Recreation Office.
- 3) No one may play in any game without being added to the team roster and completing a player waiver, which must be turned into the Recreation Office, prior to them playing.
- 4) The last day for teams to add players to their roster will be the third week of the season. No players can be added after the third week.
- 5) All players must be 18 years or older to participate. Proof of age may be needed at player's first game.

### **Captain's Responsibilities**

- 1) To make sure all players are informed of game times.
- 2) The captain must submit the line-up to the timer/score keeper indicating the starting four prior to the game time.
- 3) The captain shall be the only member of the team that may discuss a rule or interpretation with an official.
- 4) Penalty: If the line-up of the starting four is not submitted in time, the team shall be penalized with one technical foul.
- 5) Team captains are responsible for their team and their own actions during the game.
- 6) Teams are responsible for cleaning their bench after the game (i.e. water bottles, tape, wrappers, etc.)
- 7) It's the team captain's responsibility to contact the **League Director, Sara Frederick at (248) 674-5441**, with any problems or questions.

### **Substitutes**

- 1) A substitute must give their name and number to the scorekeeper as well as the name and number of the player he will be substituting for. A substitute may enter the game only upon the invitation from the official.

- 2) Substitutes must be on the official roster and have a completed a player waiver, which must be turned into the Recreation Office prior to them playing.

### **Technical Foul**

- 1) Two technical fouls will result in an ejection from the game and the following contest.
- 2) There will be no dunking and or hanging on or grasping the rim allowed at any time. Penalty: Technical foul (technical fouls are counted as personal fouls). Any additional player that dunks thereafter will be ejected, and a technical foul will be given to his coach.
- 3) Bench technical foul and other non-playing technical fouls (i.e. dunking in warm-ups) are assessed to the player and these technical fouls count toward the 2 technical foul disqualification for both the player and the coach.
- 4) Any protest should be handled first with the referee and then the league director. A written protest must be done within 24 hours of the game. No verbal protest of the game will be reviewed by the league director. Only a written form will be reviewed. Only a player's eligibility will be looked at. Referee calls can not be protested.

### **Ejections**

- 1) A player has **two minutes** to leave the gym with the game being suspended until player leaves (time clock will be stopped only if opposing team is behind). Referee will give a two-minute warning with ejection and player will leave. If player is not gone by warning time that team will forfeit the game - no debate. The site supervisor also has right to eject player and the same two-minute warning is in effect. **"Leaving the gym" means being outside of the gym doors by the two-minute deadline.** Team Captains will be responsible for player conduct.
- 2) Penalty for ejections will be as follows:
  - a. One game - first ejection of season
  - b. Two games - second ejection of season
  - c. Remainder of season – third ejection of seasonThese suspensions are the minimum number of games a player, coach or manager can be suspended for. Further action may be taken if necessary.
- 3) Season Ending Suspensions: Any person ejected from a game for any of the infractions listed below will be suspended for the **remainder of the season**. The ejected person must submit in writing, to the Parks and Recreation Board a request for a reinstatement hearing to be able to play in the next season. The Board will review and make a recommendation.
  - a. Directing threats toward another player, referee or gym supervisor.
  - b. Fighting!!!! Anyone involved no matter who starts the dispute. We reserve the right to prosecute any such behavior. **YOU THROW A PUNCH YOU ARE GONE!**
  - c. Refusing to leave premises after being ejected.
  - d. Returning to the gym after being ejected.

### **Playoffs**

- 1) The top four teams will be eligible to qualify for the playoffs.
- 2) In the event of a tie for first place or play-off position, the tie-breaker criteria is:
  - A. Team with the lesser number of forfeits.
  - B. Head to head competition.
  - C. Difference in points scored in head to head competition.
  - D. Head to head record with top teams in league. (Compare records against 1st place, 2nd place, etc.)
- 3) Playoffs are single elimination.
- 4) A team which forfeits two games (during regular season) will be banned from the playoffs.

- 5) All players eligible for the playoffs must be on the roster and have a player waiver turned into the Recreation Office prior to the third week of the season and players must play a minimum of two regular season games to be playoff eligible.
- 6) T-shirts will be awarded to the team that finishes first during the playoffs. The maximum number of shirts that will be ordered will be determined by that team's roster.

### **Fees**

**Team Fee:** \$150.00 per team (plus \$24 deposit)

*As long as there are no outstanding referee fees, the deposit will be refunded after completion of the season.*

**Referee Fee:** Each team will be responsible for paying \$12.00 per game to the referees. This fee is to be paid in cash on the court before the games begins.

**Forfeit Fee:** If a team forfeits a game they will be responsible for \$24.00 towards referee fees and can not play in the next game until they bring an additional \$24.00 deposit payment into the Recreation Office. CASH ONLY.

### **INCLEMENT WEATHER**

**If weather conditions are questionable, a decision to cancel the games will be made 1 hour prior to the first scheduled game.**

**You should call the inclement weather number for a decision on that night's games  
(248) 618-7672.**