



Men's 3 vs 3 Basketball Rules

(Revised 1/23/19)

LEAGUE AUTHORITY

1. The Town of Berthoud Parks and Recreation, its staff, and its agents will not be responsible for any injuries or accidents by players or spectators nor will they be responsible for lost or stolen items.
2. The Town of Berthoud Parks and Recreation reserves the right to cancel and reschedule games as is necessary to accommodate gym space, field space, other programs, and for inclement weather.
3. Team managers will be contacted with any cancellation and rescheduling information. It is the team manager's responsibility to notify all other team members.
4. The operation of this league will be fully governed by the policies and regulations set forth by the Town of Berthoud Parks and Recreation Department.
5. The Town of Berthoud Parks and Recreation Department reserves the right to forfeit any game or match in which an infraction of league rules has been committed.
6. The Town of Berthoud Parks and Recreation Commission reserves the right to remove any player from competition for directing harmful and abusive language or other inappropriate action towards officials, facility supervisors, Town of Berthoud Parks and Recreation Department staff, and individuals of the opposing teams. All Town of Berthoud Parks and Recreation Department personnel have the authority to evict players from the game and bench.
7. No alcohol beverages, tobacco or drugs will be allowed at any of the facilities the Town of Berthoud Parks and Recreation Department may use for its programs.
8. Teams must have the registration form, and fee turned in by the registration deadline to be placed in the league. Failure to comply will result in being removed from the schedule.
9. Once the schedule is made, teams may ask to reschedule a game due to conflict. However, once the league games start, the schedule is final. The Town of Berthoud Parks and Recreation will **TRY** and accommodate your request however we might not be able to due to circumstances.

FORMAT:

Men's 3 vs 3 Basketball League will consist of an 8 week season that will seed a single elimination tournament. Games are played on Thursday nights between 7:00 and 10:00 p.m. at Turner Middle School. At the end of the season, teams will be ranked according to their season record.

League rules will abide by current high school rules except for the following amendments below.

PLAYER ELIGIBILITY:

1. Each team must have three or more players on their roster and be registered as a team by the registration deadline.
2. Additional players must be added to the roster before they play in a league game.
3. Players must have played in at least 2 games to play in the tournament at the end of the year.
4. Eligibility problems will be addressed from the time of discovery.
5. Players may only be signed up on one (1) team roster for the league. A player playing for more than one team will be declared as ineligible and could subject the team to forfeit games in which he or she has participated.
6. Players must be 16 years of age. Players under 18 must have parent signature on the roster form in order to play.

7. Teams must field at least 2 players to be able to play the game.

PLAYING RULES:

A. Pre-game

1. All games may start and be completed with at least two players.
2. Both teams will warm-up at the same time before the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams **MUST** be at their court at their scheduled time. If teams are not at their court they will have a 5 min grace period however the clock will be going to run. After the 5 min grace period 1 point will be given to the opposing team for every minute that passes. After 10 points are given (15 min after a grace period) the team will be given a forfeit.

B. Scoring:

1. A field goal is worth one (1) point.
2. A successful goal from behind the "take back" line is worth two (2) points. The player shooting must have both feet completely behind the line when initiating the attempt.

C. Game Play:

1. Gameplay will consist of two (2) 20-minute halves.
2. There will be a 5-minute break between halves.
3. There will be a 30-second shot clock in the last 5 minutes of the second half.
4. The clock will stop in the last 2 minutes of the second half if point differential is 10 points or less.
5. If the game is tied after regulation, there will be a 3 minute overtime.
6. 2nd overtime will be sudden death
9. Home team will shoot for ball for the start of the overtime period. If they make it, they get the ball to start the overtime. Visiting team will shoot for ball for the start of the second overtime.

D. Live Ball / Dead Ball / Possession:

1. The visiting team will shoot for the ball to start the game. If they make it, the visiting team will possess the ball first.
2. The ball will change possession after a scored basket.
3. The defense will obtain possession of all jump balls.
4. The ball must be checked (to official) by an opposing player before it is put into play.
5. All fouls and violations will be played at the top of the key. A ball out-of-bounds will be taken out at the top of the key.
7. The ball must be "taken back" past the two-point line on every change of possession. A violation occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point scored and possession to the other team.
8. "Taking back" means one foot crosses over or touches the two point line. The "take back" may be defended.
9. The clock will stop for dead balls only in the last 2 minutes of each game with a point differential of 10 or less.

E. Fouls & Violations:

1. An official will be supplied by the recreation department for every game.
2. Officials will follow high school rules.
3. **If the court official determines there is ANY misconduct or flagrant/intentional fouling, it will result in 2 points and possession of the ball at the top of the key, and/or immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of the Court Official or League Supervisor. Fighting and/or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal of players involved without refund of registration fees.**

4. Technical Fouls: Any player receiving an unsportsmanlike technical foul will be required to sit out the remaining minutes of the half they received the technical in. If any player(s) receive a second unsportsmanlike technical foul in the season, they will be automatically ejected from the current game they are participating in and will be suspended for the following game. If any player(s) receive three unsportsmanlike technical fouls in the season, they will be suspended for the remainder of the season.

6. No Dunking in Pre-Game. Pre-Game dunks result in (1) one point being awarded to the opposing team. Dunking during the game will be allowed.

7. If fouled shooting a (1) point basket and the basket is made or missed, the player will receive (1) free throw. There will be no rebound on free throws. If the player makes or misses the free throw the other team will gain possession and check the ball up at the top of the key.

8. If fouled shooting a (2) point basket and the basket is made or the missed, the player will receive (2) free throws. There will be no rebound on free throws. If the player makes or misses the free throws the other team will gain possession and check the ball up at the top of the key.

9. After the 5th team foul, players will shoot 1 free throw. There will be no rebound on free throws. If the player makes or misses the free throw, the other team will gain possession and check the ball up at the top of the key.

10. Players are allowed 6 (six) personal fouls per game before being disqualified from the game. If a player gets 6 personal fouls in one game, they will be disqualified for the remainder of that game.

F. Time-Out & Substitutions:

1. Each team is allowed (1) 30 second time-out per half and one in overtime.
2. Player substitution is permitted during any dead ball situation.

G. Court Official & Court Monitor Duties:

1. The team captain is the sole spokesperson for his/her team.
2. Any questions, complaints, or comments shall be taken up with the Court Official.
3. The judgment decisions of the Court Official cannot be changed. Only questions concerning rule interpretation or eligibility are appealable.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.