

# 3v3 League Rules

## Registration/subbing on a team

- Each team must have a captain and a completed roster on file to play
- All players must pay \$30 before the season begins to be eligible to play
- Registration will close September 16<sup>th</sup>, 2019 when the building closes
- League starts September 17<sup>th</sup>, 2019 and will last 6 weeks ending October 22<sup>nd</sup>, 2019
- Substitute players can play on a team as long as they have paid the sub fee of \$5 per night and are not currently registered on another teams roster
- The league is open to anyone 16+ years male or female. All players under the age of 18 must have an adult on site that can care for them in case of an emergency.

## Uniforms

- All players on the same team will wear the same color
- Shirts must have numbers
- Teams should bring a light colored shirt and a dark colored shirt to each game

## Officiating

- This is players call their own foul league. Any disputes in fouls are settled at the time of the dispute by the scorekeeper.
- The scorekeepers will handle any disputes or interpretations necessary on the court.
- The Recreation Director will be asked to make all final decisions if the players choose to dispute any interpretation made by a scorekeeper.
- A meeting with the Recreation Director in a timely manner to settle any disputes between players and scorekeepers.

## Pre-game and Scheduling

- Each player must check in at the scoring table before the game begins
- All games may start and be completed with no less than 2 players.
- Both teams warm up at the same time prior to the start of the game
- Only teams scheduled to play can warm up on the court
- Teams must be on site at the scheduled game time
- No Dunking in pre-game or during the game
- All scheduling is done by the WMFC Recreation Director each week.
- The final week is a seeded bracket tournament.

- Every team will play at least two games each night. (this could change depending on the number of teams)

### Scoring

- Each regular basket will be scored 1 point
- Any basket made beyond 21 feet (or the 3pt line) will be scored as 2 points
- All free throws will be scored as 1 point.
- All games will be played to the score of 21, however teams must win by 2 points.
- All games have a 25 minute time limit. The team winning at the end of 25 minutes will be declared the winning team. If the game is tied after 25 minutes of play and no team has reached the required amount of points (21) to win the game then the score keeper/mediator will flip a coin to determine team possession.
- In the event of a tie after 25 minutes of play there will be 2 minute running clock, high score wins. (This means you can win by 1 point). If score is still tied we will do another 2 minute running clock. If still tied after this there will be a shootout. NO timeouts in overtime.

### Fouls and Free Throws

- The players call their own fouls. If an offensive player feels they have been fouled and the defensive player disagrees then the call goes to the mediator (scorekeeper). The mediator has final say in any disagreement between teams.
- There is no individual fouling out. However a player may be given a technical foul by the scorekeeper/mediator if their behavior is viewed as defined in the Technical Foul definition. All fouls are viewed from a team perspective. Allowing 8 team fouls before the bonus is awarded.
- **A Technical Foul Defined:** a foul given to a player by the scorekeeper/mediator for intentionally harming or using vulgar language toward another player, fan or WMFC staff member. **Penalty for Technical Foul:** the player committing the foul must sit out for one change of possession and depending on the situation could be removed from the court by the WMFC staff member or Recreation Director.
- Once the bonus is awarded then the person fouled will be awarded the chance to shoot 1 free throw. All successful goals made are worth 1 point.

### Live Ball/Dead Ball Possession

- A coin flip or shoot for it will be done before the game will determine who gets the ball out of bounds first
- The ball will change possession after each scored basket. (No make it take it)

- Jump ball goes to the defense.
- The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out of bounds at the top of the court to begin play.
- A ball out of bounds will be taken out at the top of the court
- The ball must be taken back to the marked line on each court on every possession change. “taking back” means both feet behind the take back line. Violation occurs if a basket is made by the team failing to properly take the ball back and will result in loss of point scored and possession of the ball will go to the other team.

### **Time-outs and Substitutions**

- Each team is allowed one (1) time out per game.
- If the game is stopped for obvious injury the player must sit out until the next dead ball
- Player substitution is permitted during any dead ball situation but they must check in at the score table

### **Technical Fouls and Player Misconduct**

- **A Technical Foul Defined:** a foul given to a player by the scorekeeper/mediator for intentionally harming or using vulgar language toward another player, fan or WMFC staff member. **Penalty for Technical Foul:** the player committing the foul must sit out for one change of possession and depending on the situation could be removed from the court by the WMFC staff member or Recreation Director.
- Fighting or throwing punches automatically result in removal from the court.
- Swearing with intent to threaten another is considered misconduct and will be penalized in the form of a technical foul.
- Any player receiving 2 technical fouls will automatically be ejected from the game and asked to meet with the Recreation Director of WMFC before returning the following week.