



2011 Adult 3 on 3 Basketball Information & Rules Dickinson Parks and Recreation City League



SUBMIT WITH REGISTRATION:

- **ROSTER INFORMATION SHEET:** *Must be filled out completely!!! (4 player minimum).*
- **ALL FEES PAID:** (Player Fee = \$29) (Sponsor Fee = \$65)
*All sponsor and player fees **MUST BE PAID IN FULL** when team registration is submitted to DPRD or it **WILL NOT** be accepted!!! It is the Team Manager's responsibility to collect all fees ahead of time and submit them as a team registration. **DO NOT** tell players to stop at DPRD and pay.*
- **NO LATE REGISTRATION WILL BE ACCEPTED WITHOUT PRIOR APPROVAL FROM (Matt Mack, Recreation/Facility Supervisor).**

IMPORTANT DATES:

REGISTRATION DEADLINE: Wednesday, September 7th (By 5:00 p.m. @ DPRD Office)

MANAGER'S MEETING: No meeting. If any manager has an issue with which league their team will be placed in they must contact Mark Pfeifer (Recreational Supervisor) by the registration deadline (Wednesday September 7th). Also contact Mark Pfeifer with any questions about the league rules (701-456-2074).

1ST NIGHT OF LEAGUE PLAY: Wednesday, September 21st

GENERAL INFORMATION:

- **DPRD Office Hours:** 8:00 am – 5:00 pm, Mon. thru Fri. (701-456-2074)
Web: www.dickinsonparks.org / email: dprd@dickinsonparks.org
- **Refunds:** Sponsor fee and team refunds will only be given prior to the registration deadline. Individual player fee refund will be handled on a case by case situation.
- **Roster changes** must be made at the DPRD Office during normal office hours before a player is eligible to play. ***MONEY IS NOT ACCEPTED AT THE GYM SITE!***
- **Player Eligibility:** All high school students are ineligible. Any high school graduate is eligible. If out of high school and not a graduate, you must be 18 years of age by registration deadline.
- All players must have shirts of same color. Shirts DO NOT need numbers.
- All teams will play approx. 15 games. League play will be round robin with possible tournament.
- **League Champion:** Winner of Tournament if held, otherwise best league record. In case of ties, tie-breaker order is (Head-to-Head / pt. difference between tied teams / pt. difference of all games / least pts given up overall).

- **Cancellations:** Decision will be made by 4:30 pm if possible. Listen to KDIX or check our website.

GAME RULES:

1. **GAME TIME IS FORFEIT TIME!!** Any team that has 3 unannounced forfeits for the season may be dropped from league.
2. Official's decision and official scorebook will be final, **NO PROTEST!!** Team managers are responsible for the conduct of players and spectators associated with their team. **ONLY TEAM MANAGERS MAY DISCUSS RULE INTERPRETATIONS WITH THE OFFICIAL.**
3. ***NO DUNKING ALLOWED AT ANY TIME WHILE IN THE FACILITY. (Technical foul and ejection).***
4. Players are to wear separate gym shoes from what they wear outside.
5. All games will be half court. A team must have at least 2 players to start (may finish with one player).
6. A coin toss will determine the first possession of the game.
7. **20 minute running time limit** with each team receiving **Two (2) 30-second time outs** per game.
 - Clock stops during time outs.
 - **Clock will stop every whistle the last 1 minute of the game (IF 10 PTS OR LESS score difference).**
 - **During the last 1 minute of the game, clock will also stop after made baskets and start again when the ball is inbounded after the check (IF 10 PTS OR LESS score difference).**

AWARDING OF PTS: Last 1 minute of the game (IF 10 PTS OR LESS score difference).

- ***THE OFFENSE MUST EARN FOUL PTS BY SHOOTING FREE THROWS.***

- * **If foul is on offense, defense gets 1 pt. and the ball**
- * **If foul is on defense, offense will shoot a 1 & 1 BONUS free throw (2 free throws if fouled while in the act of shooting / 3 free throws if shooting beyond the arc).**
- * **All players must line up on the lane & may enter upon shooter's release of ball.**
- * **1st occupied space is above the block.**
- * **On a missed free throw -- Clock will start when touched.**
- * **On checked balls -- clock will start when offense player touches the first pass.**

8. **Foul Rules:**

- Individual fouls will not be counted.
 - On all defensive fouls the **offensive team** will be awarded **1 pt (2 pts if on a missed shot attempt)** plus retain possession.
 - If fouled while **shooting** and the **shot is made**, the offensive team will be **awarded the basket plus receive 1 pt** and the **defensive team** will receive possession.
 - If an offensive foul occurs the **defensive team** will receive **1 point** and will be **awarded possession** of the ball.
 - If an **Administrative** technical foul occurs (ex: excessive time out), **1 point and possession** is awarded.
 - If an **UNSPORTSMANLIKE** technical or flagrant foul occurs during the game, **2 points and possession** will be awarded. **(The player is ejected from the game)**
9. Overtime will be a **2 minute** running time limit (with exception the last minute). A coin toss will

determine who will get the ball first.

10. Jump balls will be awarded to the **defensive team**, or team last playing defense on a loose ball.
11. **Baskets made will count their original point value.**
12. **The five second count will start when closely guarded within 6 feet.**
13. **The 3 second violation will be enforced.**
14. On any in-play change of possession it will be required you take the ball back **at any point** behind the three point line. Taking the ball back means **the player must have both feet behind the three point line**. If **both feet** are not behind the three point line and the offense advances toward the basket, the official is to immediately call a violation and award the ball to the defense.
15. When the ball goes out of bounds or any violation occurs the ball must be checked in behind the three point line **at the top of the key (offensive player must be outside the 3 point line, but within 3 feet of it / defensive player checking the ball must be inside the 3 point line – with no distance requirement)**. **The offensive player must pass the ball within 5 seconds to a teammate to put it in play or it is a violation. (The ball must be checked within 10 seconds of the violation). Other offensive players **MUST BE outside the lane until the ball is checked.****
16. Substitutions may occur at any dead ball situation. You must let the official know of a substitution.
17. Any team which, in the judgment of the officials, intentionally wastes time will receive a Delay of Game technical foul. (Ex: not retrieving a dead ball promptly, wasting time on the check, etc)

PLAYER CODE OF CONDUCT -- Unsportsmanlike conduct will not be tolerated.

1) **Unsportsmanlike Conduct**

*Profanity of any sort is deemed unsportsmanlike conduct. Cool downs and technicals will be administered.

- **5 MINUTE COOL DOWN.** (This is an alternative to giving a technical foul). At the official's discretion, if he feels a player or players are acting or playing in an unsportsmanlike manner, he may issue a five minute cool down.
- **COOL DOWN PENALTY: Non-offending team receives one point plus the ball. Offending player sits out five minutes of actual game time off the clock to cool down.** After that point, the player or players may re-enter the game. **A player will only be allowed one cool down per game; the second time will be a technical foul.** NOTE: Depending on the severity of the unsportsmanlike act, an official may give a technical foul without a cool down period.

2) **TECHNICAL FOULS:** Including, but not limited to:

- Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- Using profanity or vulgarity; taunting, baiting, or ridiculing another player; or pointing a finger at or making obscene gestures toward another player.

- Purposely obstructing an opponent's vision by waving or placing hand(s) near his or her eyes.
- Inciting undesirable crowd reaction.
- Intentionally or flagrantly contacting an opponent when the ball is dead.
- **Profanity directed toward any individual = technical foul with ejection.**
- **General profanity = 5 minute cool down.**

3) **Technical or Flagrant Fouls on a Player.**

- 1st Technical - Player sits out remainder of that game plus next scheduled game.
- 2nd Technical - Player sits out remainder of that game plus next two scheduled games and the player is on probation the remainder of the season.
- 3rd Technical - Player is suspended for the remainder of the season (including league play and tournament) and the player is on probation the next basketball season.
- 3rd Cool Down - Player is suspended for next scheduled game, and 1 game for each cool down thereafter.

- 4) No player shall at any time lay a hand upon, shove, strike or threaten an official, player or spectator. Officials are required to suspend the player immediately from further play and report such player to the league director. Such player shall remain suspended until the case has been considered by the league officials.

Minimum Penalty - Suspension from two league games and probation for the remainder of the season.

Maximum Penalty - Suspension from all recreational activities for two years and probation for the following year, plus annual reviews by league officials.

NOTES: These technicals are accumulative for the season. In the case where a player participates in 2 leagues, the player is required to serve the penalty for the league in which he received it. When a player is asked to leave the gym, he must sit out the next two scheduled games and will be put on probation the remainder of the year. Due to abuse of officials the last game of the season, the penalty will be up to the discretion of league officials.

- ♣ Absolutely no pop, food, alcoholic beverages or smoking is allowed in gym or building. Possession of alcohol or drugs, or under the influence of such shall result in a two game suspension and probation for the remainder of the year.
- ♣ Children must be supervised or will be asked to leave the gym, also please keep children seated. No pets allowed!!!
- ♣ The Dickinson Recreation Department does not carry insurance for participants in any city sponsored program, and will not be held liable for injuries that occurred during activity.