



Adult 3v3 Basketball

General Information

All participants are responsible for the information contained in this manual.

Elastic Clause: The Town of Wellington League Coordinators shall have complete charge of the Adult 3v3 Basketball League. Any and all situations not specifically covered by these rules shall be acted upon by the League Coordinator, and all actions by the League Coordinator will be FINAL.

If there are any further questions or ideas regarding the Adult 3v3 Basketball League, please contact one of the League Coordinators.

Results and Standings

1. Results for games will be posted on the first business day following your game.
2. Standings, schedules, blank rosters, manuals, and Sports Code of Conduct can be found on our website at www.wellingtoncolorado.gov.

Amendments

1. This manual or any section thereof, may be amended by the Town of Wellington Parks and Recreation through evaluation by, and with the feedback from, team managers, referees, etcetera, as deemed necessary.
2. If you have questions, ideas, or need information on the Adult 3v3 Basketball League, please call our office at (970) 568-7410 **Monday through Thursday between 7:30pm and 5:30pm, Fridays 8am-12pm**



Registration, Rosters Transfers, and New Players

1. The keeping of the players' roster of each team, and the addition of new players shall be the responsibility, and subject to the approval, of the League Coordinator.
2. Team rosters are limited to 10 players.
3. Any player under the age of eighteen must have a parent or guardian sign a release waiver prior to participation (the waiver must be signed in the presence of a recreation staff).
4. All players need to be sixteen (16) years of age or older. No player shall play under the age of 16, no exceptions.
 - a. Players that are 16, and 17 must have a parent or legal guardian present at the game to sign required forms before the game starts.
 - b. The required forms will be located at the scoring table. The site supervisor will guide you through the process.
5. Players may be added anytime during the season.
6. Player additions must be made prior to the game by registering on the SmartRec team roster. If a player has not registered with their team on SmartRec, please connect with the site supervisor before the game.
 - a. If you are not familiar with SmartRec, please reachout via email or phone. One of our staff members will be happy to assist you.
7. Each player added must register on their SmartRec team before their game. If players are not on the SmartRec Team roster, that player cannot play.
8. Final decision regarding player eligibility will be made by the league coordinator.
9. Players may only play on one team per league.
10. If teams are looking for players, please reach out and staff can look to see if we have players on the free agent list.
11. Players must have a photo ID available for identification at all matches.
 - a. Any team found guilty of playing a person under an assumed name will be charged with a forfeit and a fine.
 - i. The fine in both instances is \$25.
 - b. That player will also be ineligible to participate in the league for the remainder of the season.

Protests

- a. If a team wishes to protest a decision, it can only be a rule interpretation call or player eligibility.
 - b. The protest must be made prior to the next live ball.
 - c. The floor captain must notify the officials of the intent to protest.
 - d. A \$50 cash fee will be charged at the time of the protest.
 - e. If the protest is upheld, the fee will be refunded.
 - f. In the case of a protest for player eligibility, there will be a \$50 cash charge per player.
12. Facility Policies:
- a. All facilities may have different policies. It is the responsibility of all participants (players, spectators, coaches, etc.) to understand and follow all facility and Town of Wellington Parks and Recreation policies.
 - b. No littering on facility or grounds.

c. Alcohol and Tobacco use is not allowed at any Town supported event or location. Any player, coach, or team representative who appears to be under the influence will be asked to leave the facility immediately and will be reported to the Town of Wellington Parks & Recreation Office.

Rules of the Game

Any rules that are not stated will be governed by the current CHASSA High School Basketball Rule Book.

The Equipment

Game balls will be provided by the Town of Wellington Parks and Recreation. Teams may provide their own jerseys, but they must be appropriate. Correct tennis or basketball shoes must always be worn on the gym floor.

The Game

1. Coin Toss & Duration of Game

- a. Each game will have 55 minutes to play all 3 matches. Running clock.
- b. Teams will play 3 match series.
 - i. Matches 1 and 2 will play to 21.
 - ii. Match 3 will play to 15.
- c. Teams must win by two points in match 1 and 2.
 - i. If time runs out in the 3rd match, that game is over. Teams can win up 1 point.
 - ii. If time runs out and there is a tie, there will be free throw shoot off.
 1. Sudden death at the free throw line. Everyone on the roster needs to shoot before another player shoots twice.
- d. The winner of the coin toss will receive the ball first.
- e. The game clock will start once the coin toss has been decided.
- f. The loser of the first match will start with the ball for match 2.
- g. The loser of the second match will start with the ball for match 3.

2. Rosters and Substitutions

- a. Player substitutions may take place on all dead ball situations.
- b. Maximum players on a roster (10).
- c. Minimum players on a roster (3).
- d. Minimum players needed to play (2).
- e. If a team only has two players present at the start of the game, they will have the choice to forfeit and pay the forfeit fee or play with 2 players.
- f. A forfeit fee will not be charged to the team if a Town of Wellington Parks and Recreation staff member is notified 24 hours in advance from the start of the game.
 - i. Emergency situations will be handled on a case-by-case basis.

3. Scoring

- a. All baskets made in front of the 3-point line will count as 1 point. Everything made from the three-point line and beyond is 2 points.
- b. Dunking – is allowed but cannot hang, swing or pull down on the rim.

4. Court

- a. The game will be played on half a court.
- b. Half court will be treated as out of bounds.

5. Live ball/ Dead ball possessions

- a. Following all made baskets the ball must be checked in above the three-point line.
- b. Every match will start as a check ball.
- c. All out of bound's balls will be inbounded near the point where the ball went out of bounds. Unless it's a turnover, then the ball will be checked in above the three-point line.
- d. Tied or Jump balls shall be brought in alternatively by one team than the other.
- e. All fouls and violations will be played back at the three-point line.
- f. Following a missed basket or a turnover, that results in a change of possession, the ball must be taken back beyond the three-point line (take back) line.
- g. No time outs will be allowed. 2 minutes between each match.

6. Advancing/Dribbling the ball

- a. Carrying the basketball, double dribbling and traveling all result in the offensive team losing possession of the ball to the defensive team.
- b. Carrying – A player carries the basketball when the players place their hand underneath the ball to gain more control while dribbling.
- c. Double dribbling – violations are called any time a player touches the ball with two hands while dribbling or when the player dribbles, picks up the ball and dribbles again.
- d. Traveling – violations occur when a player with possession of the ball takes a step without first dribbling, takes more than two and a half steps after ending a dribble on a drive to the basket, or jumps and returns to the floor without dribbling, passing, or shooting the ball.

7. Fouls

- a. Any kind of illegal physical contact between players is considered a personal foul.
 - i. A foul can be called hitting, pushing, slapping, tripping, or holding an opponent.
- b. A foul will result in a new check in from beyond the 3-point line.
- c. If you are fouled as you take a shot and the shot is good, the shot will count, and you will get to regain possession.
- d. More than 7 fouls during a game (during all three matches) that player will be awarded one foul shot from the free throw line and regain possession of the ball.
 - i. 10 or more fouls will result in two free throws and regain possession of the ball.
- e. No flagrant or abusive conduct will be tolerated.
 - i. **Any striking or kicking will result in ejection from the game and the league.**
 - ii. **The recreation site supervisor and officials** will determine the severity of the action, and the history of players that have committed flagrant fouls.
 - iii. Flagrant and intentional fouls can be called on players for violent or premeditated illegal contact against the opponent.
 - iv. **The recreation site supervisor and officials** will determine the severity of the action, and the history of players that have committed flagrant fouls.
- f. Technical fouls can be assessed for anything that will fall under unsportsmanlike conduct.
 - i. Technical fouls will not be tolerated.
 - ii. One tech during the season will result in ejection from the game and the facility.
 - iii. Two techs during the season will result in ejection from the 3v3 basketball league.

