

CITY OF EDMONDS, PARKS AND RECREATION DIVISION
3 on 3 BASKETBALL LEAGUE RULES

PLAYERS AND ROSTERS:

1. A team shall consist of 3 players on the court. Maximum of 7 players on a team roster. Teams with 7 on roster can only use 6 players each night. All players must sign in before game time.
2. Players may be added or deleted to/from the roster up to the 4th **night** of the season. A 24-hour notice must be given to the League Director in order for that player to be eligible. No adding players for playoffs. Each Player must play in 9 games to be eligible for playoffs.
3. Teams will be ineligible for playoffs if they forfeit 2 games without calling the Athletic Office in advance of the forfeited games.
4. Rosters must be turned in by the second game. Information must include name, address, city, and phone number. Teams using players under assumed names or not officially on the team roster will be subject to a loss of game(s) in which that person has played.
5. All players must be at least 18 years of age and **NOT** on a high school or college team. See Athletic Coordinator for exceptions.

RULES:

1. Current National Federation High School Rules and Regulations shall govern league games in conjunction with the City of Edmonds Parks and Recreation Division league rules as stated.
2. Game Time will be forfeit time, second forfeit after 10 minutes and third game forfeit after 20 minutes. All league games shall be played on the date and time listed on schedule. Teams are not allowed to enter the gym until 7:30 pm due to other classes using the gym. Please be courteous and do not bounce the balls in the hallway. Teams must supply their own basketballs.
3. A team may start a game with 2 players: any player arriving after the start of any game may enter anytime like a substitute. Substitutes are to enter the game only when the ball is dead (out of play, time-outs, or fouls, etc.) and play is stopped.
4. Any player ejected from a game automatically forfeits his/her rights to play **the rest of that evening and** in the next **TWO** scheduled **nights** including playoffs. Fighting will not be tolerated. Any one fighting will be ejected from the league, no exceptions.
5. Each Match will consist of 3 games. The first two games will be to 21 points, 1 point per basket inside the black arch, 2 points per basket outside the black arch. A foot on the line is 1 point. The first team to reach 21 points wins the game. The 3rd game will be to 15 points. The first team to reach 15 points wins the game. Teams must announce score after each possession.
6. Each Match is given a time limit of 55 minutes. Matches are to start on time. If at the end of time and teams have not finished their match the game ends and the team ahead will be declared winner. Each team is allowed 2 time-outs per game. Time-outs are limited to 30 seconds.
7. Offense will call all fouls. Fouls must be obvious and normally heard by players. For example, Hand checking would not normally be called a foul unless the defense is obviously hindering a player's movement. Managers are to remind players to play "clean" basketball and to try to keep fouling to a minimum. Excessive fouling will not be tolerated. The gym monitor will make a determination regarding this rule. Any player displaying unsportsmanlike conduct will be given a verbal warning by the gym supervisor. If a player receives 2 warning in one night, that player will be suspended for the next **2** matches.
8. The offense does not keep control of the ball after a score. The ball must be brought to at least the 2 point line after each basket, foul and whenever there is a change of possession. Teams must either touch or cross the line prior to advancing the ball on offense.
9. No dunking will be allowed before, during, or after the game. The backboards are old and brittle. Players who abuse this rule will be suspended for at least the next **TWO** scheduled matches and pay for the damage incurred.
10. The best win/loss record shall determine league winners. In the case of a tie, head to head competition will determine the winner. Teams are responsible to report their scores to the gym monitor. If there is a discrepancy to the score the gym monitor will make the call.
11. The League Director assumes the authority to interpret and amend all rules affecting league play and has the authority to administer any decision necessary for the well being of the league.
12. Teams in the first column of the schedule have first possession & will alternate after each successive game.

PROTESTS:

1. Any protests of a game must be declared by the team manager to the gym monitor immediately after the protested incident.
2. Protests must be made in writing with complete details and submitted to the Athletics Coordinator within 24 hours of the incident. A \$50 protest fee, which will be refunded, must accompany all protests, if the protest is ruled valid.
3. The Athletics Coordinator/Staff shall rule on all protests. If you have questions regarding any league rules contact Todd R. Cort at 425-771-0229.