

# ***Bethany United Methodist Church***

## **Men's 3 On 3 Basketball League Rules**

**THE PURPOSE OF THE MEN'S 3 ON 3 BASKETBALL LEAGUE IS TO PROMOTE FUN, FELLOWSHIP, AND RECREATION THROUGH THE SPORT OF BASKETBALL. THE FOLLOWING GUIDELINES ARE DESIGNED TO MEET THIS PURPOSE:**

- Good sportsmanship will be required of team captains, players, and spectators.
- The league manager, assisted by a steering committee representing Bethany U.M. Church's Leisure Ministries Committee, will be responsible for the business affairs of the league. This will include resolving any disputes that may arise.
- Team captains should be selected for their skill and Christian character as a leader.

### **Qualifications of Players and Team Entrance Requirements**

1. Each team may have a maximum of 5 players and a minimum of 3 players. Every player's name must be on the roster by the first game and each player must sign an individual insurance waiver form in order to be official. Under no circumstances will changes be made to the roster after the first game.
2. Players may only appear on one team roster. Any player whose name appears on two rosters will be disqualified from participation in the league.
3. A player must be sixteen years old to be eligible. Any player under the age of 18 years old must have an insurance waiver signed by their parent or guardian and turned in with the team roster.
4. The team captain is responsible for the conduct of the players and himself. The team captain and players must read and understand the rules.
5. All players must wear similar colored t-shirts or they will be asked to wear pinnies. For safety reasons, all players should wear plain athletic style shorts. Non athletic style shorts with pockets and zippers will not be allowed. No jewelry, hats or bandannas may be worn.

### **League Entrance Requirements**

1. Each team must be represented at the team captain's meeting August 27, 2007 at 7 pm.
2. The team captain will make one of the following payment arrangements at the team captain's meeting:
  - Arrange to have an invoice sent to their church.
  - Pay the entire entry fee by September 5, 2007.
3. The team captain must turn in a team roster by August 27, 2007 in order to be put on the schedule. Additions can be made to the roster until the first game night. The roster will become final at that time.
4. All individual insurance waivers are due September 5, 2007.

### **The Game:**

1. Games will be played at the Bethany gym. Two games will be played simultaneously on a half court. One referee will be in control of each game. The officials shall have the power to make decisions on any matters or questions not specifically covered in these rules.
2. All games may start and be completed with any number of players (i.e. 3, 2 or 1 player). Substitutions may be made after a basket, a foul shot, or any stoppage of play.
3. Game time is forfeit time. At game time, the clock will be started. At this time, the offended team is given the option to take the victory or wait up to 5 minutes for the other team and

play the game. Once the offended captain makes the decision, it may not be reversed and the outcome of the contest will stand.

4. Home team will shot for first possession of the ball. After that, there will be alternating possession for all jump balls.
5. The game will be won by the first team to reach 21 points provided they win by 2 points. There will be a 25 point cap on all games.
6. All field goals shall count as one point. A goal made from behind the “take-back line” is worth two points. The player must have both feet completely behind the line when initiating the attempt.
7. The ball will change possession after scored baskets (no make it-take it).
8. Each team is allowed one, one minute time out per game.
9. If play is stopped to attend to an obvious injury, the injured player must sit out until the next dead ball.
10. The three second rule will be in effect.
11. **NO DUNKING** is allowed at any time! Any person observed dunking will be expelled from the game.

### **Putting the Ball into Play:**

1. An opposing player must check the ball before it is put into play. The player must pass the ball in while standing at the top of the court to begin play.
2. All fouls and violations will be played at the top of the count.
3. A ball out-of-bounds will be put back into play from the top of the court.
4. The ball must be taken back to the three-point line on each exchange of possession.
5. “Taking back,” means both feet and the ball behind the take-back line.
6. Any infraction of these regulations will result in loss of possession of the ball.

### **Fouls and Violations**

1. For the first six team fouls, the ball will be taken back by the fouled team. Beginning with the seventh team foul, the player fouled will be awarded one free throw. The ball will then change possession, whether the shot was made or not. On the tenth team foul, the player fouled will be awarded one free throw and the shooting team will retain possession, regardless if the free throw is missed.
2. If a foul is called and the shot is made before the seventh foul, the basket will count, the foul recorded and the ball will change possession.
3. On the seventh team foul, if the shooting team is fouled in the act of shooting and the shot is made, the point is counted, the foul is recorded, and one free throw is awarded the fouled player and the ball changes possession. On the tenth team foul, if the shooting team is fouled in the act of shooting and the shot is made, the point will count, one free throw is awarded the fouled player and the shooting team will retain possession.
4. The penalty for a violation shall be to award the opposing team possession at the check line.

### **Technical Fouls:**

1. **Violation technical foul**, ex. six men on the court, come as a result of a particular rules violation. These fouls do not count against a player for the season.
2. **Player controlled technical foul**, ex. dunking, hanging on the rim, slapping backboard, will result in a technical foul and the player being dismissed from the game.
3. **Flagrant technical foul** (on a live or dead ball) for any adverse behavior, verbal or physical, will cause the individual to be suspended from the league. Flagrant technical fouls can be assessed on the team bench for any adverse behavior.