



3 ON 3 GAME REGULATIONS

Registration/subbing on a team

- Each team must have a captain and a completed roster on file to play
- All players must pay \$25 before the season begins to be eligible to play
- Registration will close the Monday before the league begins October 1, 2012
- League will last 6 weeks ending November 6, 2012
- 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

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 before the season begins.
- Each week will be scheduled round robin tournament format with the final week as a seated bracket tournament.
- Every team will play at least two games each night. (this could change depending on the number of teams)
- There will be a winners bracket and a losers bracket therefore there is a possibility of playing more than two games in one night.

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. The first team to score wins the game.

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. 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 done by the score keeper 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.