

## **Rough Rider Center Women's Adult Basketball League RULES**

### **3-on-3 Basketball League**

*Sept. 9<sup>th</sup> – Nov. 11<sup>th</sup>*

TEAMS please fill out the roster posted online. Please drop your roster off at Rough Rider Center's front desk along with your check or cash payment:

<https://www.watfordcityparks.com/Programs-Activities/Adult-Basketball-League>

Submit one registration per team. No individual registrations will be considered.

Teams must have a minimum of 4 players on their roster, there is no maximum number.

Payment & registration deadline is Sunday, September 1<sup>st</sup>. I would recommend to get your payment and registration in before this date.

The cost is \$300 per team. This includes 1 ref & 1 score keeper per game.

Schedules will be finalized the week of September 2<sup>nd</sup> and posted on [www.watfordcityparks.com](http://www.watfordcityparks.com)

Questions? Contact Elise Weber at: [eliset@roughridercenter.com](mailto:eliset@roughridercenter.com)

## **2019 RRC 3-on-3 Basketball League**

### **Rules & Regulations**

#### **A. LEAGUE STRUCTURE**

- 1. Players can only appear on one team roster.** Roster additions or changes must be taken care of 24 hours in advance (in normal business hours) or the game will be a forfeit. No player is eligible to play until they are signed up on a roster. If a team uses a non-registered player, the game will be a forfeit. Contact Elise Weber at 701-842-3665 or [eliset@roughridercenter.com](mailto:eliset@roughridercenter.com)
- 2. Teams must have shirts of like colors with numbers on backside. (Numbers recommended on both sides)**
- 3. No alcoholic beverage or smoking allowed in the Rough Rider Center. Please clean up your team area prior to leaving the facility (pickup and place garbage, etc. in proper trash cans).**
4. Rough Rider Center or Watford City Park District does not carry insurance for participants in any city sponsored programs, and will not be held liable for injuries that occurred during the activity.
- 5. Children must be supervised!** Please keep children seated a safe distance away from the playing area.

## **B. THE PLAY**

1. Each team must have a minimum of three players for the game to be “official.” Players on a team must be on its roster, you must have 4 players or more on a roster.
2. One player from each team will start the game with a free throw from one player on each team, whoever misses first, the other team starts with the ball. If the game goes into overtime, the team not receiving possession to start the game will receive the ball to start overtime.
3. The ball will change possession after all made baskets.
4. Jump balls go to the defense.
5. The ball must be brought outside the three-point line on all change of possessions & must be checked in at the top of the key on all dead balls.
6. After a made basket, foul, dead ball situation or when the ball goes out-of-bounds, the defensive player must check the ball at the TOP OF THE KEY, behind the 3-pt-arc before it is put into play. The offensive player can dribble or pass to begin play. The defender must bounce the ball to the offensive player in a way that allows the player to secure the ball before the defender slaps at it or touches the offensive player. Violations will result in a re-check of the ball. After one warning, repeated violation of this will result in a one-shot technical foul free throw.
7. Free throws are worth one point. & all baskets inside the 3pt arc are worth 1 point. Shots behind the arc are two points.
8. The score keeper will be provided by Rough Rider Center. The referee’s score will be considered the official and final score.
9. FOULS: Referees will call fouls.

For shooting fouls, it will be handled in the following manner: -When the basket is made – count the basket and player receives 1 free throw attempt. If the FT is missed, the offensive team can score off the rebound. If the defensive team gets the rebound, they must bring the ball back behind the 3-pt arc to begin their possession.

For non-shooting fouls, it will be handled in the following manner: -Possession is retained by offensive team and ball is checked. Stalling is not allowed during free throws or checked ball situations.

10. Flagrant, Technical, Intentional, Unsportsmanlike, or Misconduct Fouls will result in the dismissal of the offending player for the game and for the night. ANYONE INVOLVED IN PUNCHING OR FIGHTING WILL BE EJECTED FROM THE LEAGUE. THE REFEREE HAS FINAL DISCRETION ON WHAT CONSTITUTES A FLAGRANT OR TECHNICAL FOUL.

## **C. THE TIME**

1. **Game Start Time:** Game start times will be strictly enforced and all courts will be timed centrally and simultaneously. Teams will be allowed a 2-minute grace period once the official game clock starts for three players to show in order to start the game. After the 2-minute grace period, the game will be forfeited. Any team that has 3 unannounced forfeits may be dropped from the league and all players would be ineligible to be picked up by another team or play in any tournament games.

2. **Game Duration:** Games will have a running clock of 20 minutes. The team with the most points at 20 minutes wins. In the event of a tie after the allotted time has expired, an overtime will be played. Both teams will play sudden death free throws! First to miss, loses!

3. **Defense:** Defense on ball during a check-in situation must stay inside the 3-point line. No defensive player can enter check zone on a checked ball.

5. **Time Outs:** Each team can call a one-minute time out during the game.

#### **D. COURT**

1. Sidelines, baselines and mid-court line are out-of-bounds

#### **E. DEBATES**

1. **The TEAM CAPTAIN** is expected to represent his/her team in all conversations with the referee. Only the captain has the right to approach the referee for any reason. If there is a dispute which needs to be resolved, the referee's decision is final. Once play resumes after a disagreement, the problem is considered a dead issue. During any protest, time on the game clock shall continue to run.

2. **All team members are required to read through and understand these rules.**

3. The referees are responsible for communicating game rules if there is a debate, administering the coin toss, settling disputes, and recording final scores of each game. If any player is disrespectful to our officials, they may be suspended for the game, the night, or the league.

#### **F. OTHER REGULATIONS**

1. A player **must** leave the game if they incur an abrasion with flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may reenter the game.

2. Players that are injured should be tended to immediately and if needed, taken off the court to be tended to. Injuries do not stop the clock. If an injury consumes a significant amount of game time, the court ref has the discretion to add up to but not to exceed 3 minutes to the end of the game to make up for that time.