



3 v 3 Adult Basketball

Durango Community Recreation Center

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2024 Winter Season

Program Supervisor: Jordan Rupe
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League Information

DATE: January 7 – March 26 , 2024

TIME: 5:00 PM – 9:00 PM

LOCATION: Durango Community Recreation Center

DAY: Sundays (Mens) & Tuesday (Coed)

REGISTRATION: \$175 (before 12/24) or \$215 per team

AGE: 14+, Players under 18 must have a guardian sign the roster form giving permission for the minor to play.

League Format

REGULAR SEASON: 2 games per night (typically) in round robin play

SCHEDULES: Determined by total number of team registrations. Prior to league play, schedules will be emailed to team captains and available online at www.durangorecreation.com. Team captain's responsibility to distribute to their team.

ROSTERS: All players must sign the team roster/waiver before participating, rosters will be onsite. Players may only play on one team in the league and are not allowed to switch teams. Any player must have participated in a minimum of two games to be eligible for league tournament play.

DIVISION TOURNAMENT: Double elimination.

TOURNAMENT BRACKETS: Teams are seeded based upon regular season league records. Ties will be broken by a head to head record. Tournaments will begin the following week after the regular season games are completed. Teams should be prepared to play on any given night during tournament play.

*Teams with 2 regular season forfeits will be ineligible for the division tournament. To become eligible for the tournament, the team captain must contact the Program Supervisor to receive approval and pay a \$50 forfeit fee, prior to the last regular season game and completed tournament brackets.

League Rules

This league is governed by the current CHSSA Basketball rules and the following DPR rules:

GAME RULES: Only the Team Captain shall be responsible for all interactions with staff.

COURT: Games will take place on a half court.

TIME LIMIT: Two, 12 minute halves with a running clock. 3 minute halftime. Tied games will immediately move to 1min overtime, AWAY team gets possession. If still tied, a second, 1min, sudden death OT will immediately follow, Home team gets possession. One game clock will run for multiple games/courts.

POSSESSION: Games will begin with Home team possession to start play. Next possession will go to the away team and alternate thereafter. Second half begins with Away team possession, following possession to home team, and alternate thereafter.

NO OFFICIALS: Fouls will be called by the fouled player (NOT other players on the court).

FOULS: You Call it. Fouls on an offensive player during a shot that is missed will be awarded a single free throw worth the value of that particular shot (ie: foul taking place during a 2 point shot would reward a single free throw for 2 points). If the original shot was made the free throw is worth 1 point. Defensive fouls will award the ball to the fouled individual (dead ball). Missed free throws are a live ball on the shooting's team basket.

SCORING: Every time the game goes live and the ball is checked the score must be called aloud. Ensuring the score is agreed upon between teams. Baskets are worth 1 point inside the arc and 2 points outside the arc. After a made basket the ball must be passed in from the baseline and then clear the arc.

BALL CHECKING: Offensive player must check the ball to a defender before play begins after a dead-ball (out of bounds, jump ball, foul, etc). **Always call your own score, followed by the opponents score.** Once the defender has returned the ball, the ball is live and the announced score has been agreed upon. Score discrepancies due to lack of calling the score will result in a replay from the last dead/checked ball.

The Arc : A dead ball must be played/checked at the top of the arc. Before a score the ball and both feet of the player must pass the Arc after a possession change. IE:

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

SCORE REPORTING: At the end of each game, both winning and losing captains need to record the game score with the scoring table.

TIMEOUTS: No timeouts.

SUBSTITUTIONS: Can only be made on a dead ball.

FORFEITS: Game time is forfeit time. If you know your team will be forfeiting a game, please contact the program supervisor ahead of time to avoid forfeit fees.

PLAYERS COUNT: Maximum of 3 players per team on the court. Must have 2 players to start and will forfeit the game if they were to finish with less than 2 players. NO MORE than 5 players may play per game. **COED:** must have a minimum of 1 female on the court at all times.

ATTIRE: No hats or jewelry of any kind on the court.

JERSEYS: Same colored team jerseys or t-shirts with numbers are recommended. Mesh jerseys are provided and must be worn if needed.

SHOES: Players are required to bring clean court shoes and change into them inside the gym.

BRACES: Braces/guards made of any hard surface such as metal, plastic or plaster, may not be worn on the finger, hand, wrist or elbow. Casts are not allowed under any circumstances.

FLAGRANT FOULS: Immediate ejection from the facility, one game suspension and conduct fine for eligibility. Opponent awarded 2 pts and the ball. Ejected players must leave the facility within 2 minutes or the game will be forfeited. Flagrant fouls will be at the discretion of Parks and Recreation staff on site.

EJECTIONS: Any player ejected will automatically be suspended from the next scheduled game and owe a conduct fine for league eligibility. If a 2nd ejection was to occur, the player will be removed from the season's league.

CONDUCT FINE: **1ST Ejection:** \$35.00 **2nd Ejection:** Ineligible for the remainder of the season

*Player's responsibility to contact the Adult Sports Supervisor prior to the next game to discuss the ejection and pay fine to be eligible to play in the league again.

STAFF: 3v3 Gym supervisors are volunteer or part time staff and not in the gym to make rulings on a play. The gym supervisor is available to answer league or facility questions. The gym supervisor is present help facilitate play and record scores. The gym supervisor does have the authority to eject a player from the game and facility as necessary.

UNSPORTSMANLIKE: Any staff member may eject players or spectators from a facility for inappropriate behavior, including but not limited to: physical altercations, vulgar language, erratic behaviors, taunting, etc. Any staff member may also forfeit an entire game as a result of any player or spectator's behavior and/or actions.

PROTESTS: Protests are not considered on staff judgment calls. To protest scoring situations, the team must have kept a scorebook. To protest rule infractions, player eligibility or ejection appeals, at the point of conflict the captain must make aware to the gym supervisor and opposing captain that the game is under protest. The captain then must contact the Program Supervisor within 24 hours.

Parks and Recreation Code of Conduct

- A. **NO PERSON SHALL:** Discuss with an official the decision reached by the official, except for the team captain.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.
- B. **NO PERSON SHALL:** Be guilty of obscene gestures, objectionable demonstrations or refusal to abide towards official's decision.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game and a 1-game suspension.
- C. **NO PERSON SHALL:** Be guilty of using unnecessarily rough tactics during the game against the body and person of an opposing player.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- D. **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- E. **NO PERSON SHALL:** At any time lay a hand upon, shove, or attack a player, spectator, official or employee.
MINIMUM PENALTY: Removal from the game, suspension for 1 season, and probation for 1 additional season.
MAXIMUM PENALTY: Suspension from all recreation activities for 2 years and probation for the following year.
Forceful contact may also result in enforcement and penalties by law enforcement.
- F. **NO PERSON SHALL:** Smoke while participating in the league game.
MINIMUM PENALTY: Warning from official.
MAXIMUM PENALTY: Ejection from the game.
Smoking in some public areas may also result in enforcement and penalties by law enforcement.
- G. **NO PERSON SHALL:** Appear on the field of player under the influence of alcohol or drugs.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
Alcohol in some public areas may also result in enforcement and penalties by law enforcement.

ELASTIC POWER: Durango Parks and Recreation reserves the right to establish guidelines for any and all rules/infractions not covered in the league manual. Notification of new rules or infractions will be shared in writing or verbally. Any Individual or team not following the rules & regulations set fourth or generally not participating with good sportsmanship will be removed from the program.