

ADULT 3ON3 BASKETBALL RULES

THE GAME, COURT, PLAYERS & EQUIPMENT

THE GAME:

1. Max amount of allowed players on roster is 5
2. All players must have and present Rohnert Park Player's Card at games
 - Player's Cards are available at the Sports Desk at Callinan Sports & Fitness Center at 5405 Snyder Lane
3. Games will last until a team scores 50 points (straight up - do not have to win by 2).
4. Half time will be 2 minutes and start when a team has reached 25 points.
5. All made shots inside the 3 point line are worth 2 points – shots made outside the 3pt line are worth 3 points.
6. All personal fouls will be counted as team fouls - there are no foul outs.
7. On and after the 6th team foul (per half) opponents get 1 shot for 2 points and possession if the shot is made.
8. A shooting foul on a missed basket will reward 1 free throw shot attempt to the shooter - the shot is worth 2 points if attempt was inside the 3pt line. The shot will be worth 3 points if attempt was outside the 3pt line.
9. A shooting foul on a made basket will reward 1 free throw shot attempt to the shooter - the shot is worth 1 point.
10. First technical foul will result in 1 shot for 2 points and possession of the ball. The 2nd technical foul after will be 2 shots for 2 points each and the ball. A team will forfeit if they have 3 technical fouls called on them in one game.
11. During free throws the ball is "live" on the release.
12. After a made basket, the ball is live and other team may grab ball and clear. The team who was scored upon becomes the offense and the scoring team becomes the defense.
13. In order to establish possession teams must clear outside the 3pt line with both feet. The ball can be cleared by passing or dribbling.
14. After made free throw, technical free throw, time out or after team fouls 1-5; the ball must be taken out at the top of the key.
15. On a defensive rebound, all players on the rebounding team must clear the paint, both feet, before his/her teams' shot or pass hits the rim.
16. If a shot or pass hits the rim without being cleared it will result in a turnover.
17. Once a team has cleared the ball and established itself on offense, the normal "3 seconds in the key" rule applies.
18. There is no defensive "3 second" rule.
19. Steals do not have to be cleared.
20. Defensive rebounds that are air-balls (do not touch rim or backboard) do not have to be cleared.
21. Substitutions are made on a dead ball or by calling time out.
22. No dunking is allowed at all.

THE COURT:

1. The court is inside the Callinan Sports and Fitness Center, located at 5405 Snyder Lane in Rohnert Park.
2. Food and drinks are not allowed into the gymnasium - water is the only exception.
3. No bouncing of basketball during any game(s) currently going on - you will be allowed warm up time after previous game has concluded.
4. Shots are either worth 1 or 2 or 3 points depending on type of shot.

PLAYERS:

1. Max amount of allowed players on roster is five (5).
2. Must have at least 2 players on the court at game time to start play.
3. All players must have and present a Player's Card at each and every game. Replacement cards can be purchased at front desk for \$5.
4. All adding/removing players on your roster must be finalized by the start of your 4th game.

EQUIPMENT:

1. Game ball will be provided by the league. You will not be able to use your own ball.
2. All teams must wear similar/like colored shirts or jerseys with numbers on front and back. Uniforms will be required by the start of your second game.
3. Any player without a number on their shirt or jersey or does not have the same color (determined by the official) will receive a technical team foul. The other team will be rewarded 1 shot worth 2 points every time they enter the game.
4. All players will be required to wear "non-marking" basketball shoes.
5. Basketball/gym shorts only. Cargo or denim material will not be permitted.
6. No jewelry will be allowed.

GAME CLOCK/TIMEOUTS, OVERTIME, FORFEITS & CONDUCT

GAME CLOCK/TIMEOUTS:

1. Games will go until a team scores 50 points.
2. Half time will be 2 minutes and start once a team has reached 18 points.
3. Each team will get one 30 second timeout per half. Unused timeouts in first half do not carry over to second half.
4. Games will start on time.
5. Teams must have at least 2 players to start the game.

FORFEITS:

1. Every game will start on time. If you don't have at least 2 players at game time it will be a forfeit.
2. A forfeit will count as 1 1/2 game loss.
3. If a team forfeits two games they become subject to being dropped from the league and may forfeit all rights to participate in playoffs.
4. No games will be rescheduled that are missed on the fault of the team.
5. Other reasons for forfeits: use of an ineligible player, un-sportsmanlike conduct, or a team receiving 3 technical fouls in the same game.

CONDUCT:

1. Any player that receives two (2) technical fouls will result in an ejection from the game and will have to leave the building immediately.
2. Any player ejected from a game is automatically suspended for one (1) game and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game.
3. Any player that receives a total of three (3) technical fouls during season can be removed from the league and potentially future leagues.
4. Any team that receives five (5) technical fouls during season can be removed from the league and potentially future leagues.
5. No player, manager, or coach shall at any time push, strike, or threaten to strike an official, scorekeeper, facility staff, opponent or spectator before, during or after any game. This will result in automatic expulsion for the league and from all other city recreation programs (including the Open Gym program at the Sports Center).
6. An unsportsmanlike foul for technical foul will be called when a player displays unsportsmanlike behavior towards officials, scorekeeper, facility staff and players, before, during or after the game.