

**BOISE PARKS & RECREATION DEPARTMENT**  
**3 ON 3 BASKETBALL LEAGUE RULES**  
**FALL 2013**  
**City Recreation Office (208) 608-7650**

In order to keep the integrity of the program and make it a fair basketball league for all teams: All teams need to respect each other and play by the basic rules of basketball. Do not trash talk and please be civil to each other. This program is set up for good honest competition with respect to each others' playing abilities and the rules.

A single elimination tournament will be held at the end of the season for all teams. Awards will be given to the first and second place teams. **TEAMS DISPLAYING UNSPORTSMANLIKE BEHAVIOR MORE THAN ONCE IN A SEASON WILL NOT BE ALLOWED TO PARTICIPATE IN THE LEAGUE TOURNAMENT.**

Please honor the following rules: (Check in with the site supervisor when you arrive):

1. Possession to start a game or overtime will be determined each team shooting free throws until the other team misses.
2. Respect screens and offensive movement, play honest defense. No excessive holding or over physical play.
3. No camping out in the key on offense. Move in and out within 5 seconds. Offense cannot be in the key to start the play **and player cannot be in the key until ball is checked.**
4. OFFENSE calls the fouls. Defense may call a foul but the offensive player must agree.
5. Offense must check the ball with the defense. On change of possession, the ball must be taken past the check line, behind the 3 point line in Indoor and the check line will be determined by site supervisor for Outdoor. The defense must take the ball behind the check line on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule.
6. The offensive team must pass the ball in before a shot is attempted (make one pass before a shot is taken)
7.
  - a. Stalling or deliberate attempts to freeze the ball will result in a loss of possession.
  - b. Each team will be required to take a shot at the basket within 15 seconds after taking possession. The rule has been implemented to eliminate a team from stealing to retain possession near the end of the game.
8. Teams have 15 minutes from game time to get a minimum of two players. If the team has two players at game time, the game must start. The 15 minute grace period will be included in the 45 minute game time limit. Teams using the 15 minute grace period will forfeit 10 points to the opposing team.
9. Unlimited substitutions during a dead ball. 3 time outs per team. No time outs during the last 5 minutes of the game. **Each time out should be no more than 1 min. The clock does not stop during time outs. 1 time out in overtime.**
10. Possession after a held ball will go to the defense.
11. Traveling, double dribble, carrying the ball will result in a loss of possession.
12. A ball that touches the top or the sides of the backboard is in play unless it goes out of bounds.
13. Defensive goal tending will result in awarding the offensive team their points and a change of possession. Offensive goal tending – Defense gains possession.
14. Defensive intentional fouls will result in awarding the offensive team one point and they will retain possession. Offensive foul – Defense receives ball.

15. No dunking the ball. Dunking the ball will result in point or change of possession.
16. Scoring: Teams must win by two points unless the time limit is up then it is one point.
- Play to 120 points or 45 minutes (**running clock**). 2 points for basket inside the 3 point line and 3 points for 3 point shots outside 3 point line. (Any dispute will result in a 2 point basket)
  - **1 minute overtime for any tied game during the season.**
  - Tournaments only, if the game is tied after regulation time, 2 minute overtimes will be played to determine the winner.
  - **If fouled in the process of shooting the last shot (5 seconds) before or during the final buzzer, the offensive team gets one more additional “possession” with no “shot clock”. Note: the offensive team must have the ability to win or tie. If the final score results in a tie, teams will get a 1 minute overtime and 1 minute extra for any tie after.**
16. Players must sign the roster before they play. A player can only play on one team. Players may be added to the roster through the last league game. Maximum of six players on the roster and must be 16 years + to play. Players not on a roster will constitute a forfeit if protested by the other team. Protest must be made before the game is completed and the night supervisor notified.
17. No uniforms are required.
18. **Outdoor Leagues** - In the case of bad weather, games will be played unless there is a safety concern such as lightning or slick courts. Teams must show up for the game unless otherwise notified. The site supervisor will make the decision as to if the games are playable or not. In case of cancellation, games will be rescheduled. **For rainout information call 608-7650.**
19. The team captain is responsible for keeping all the team members informed of all information released by Boise Parks & Recreation and also for the conduct of their players.
20. **THE SITE SUPERVISOR HAS THE AUTHORITY TO CALL A TECHNICAL FOR ABUSIVE BEHAVIOR, INAPPROPRIATE LANGUAGE, CONSISTENT VIOLATION OF THE RULES, OR OTHER REASONS THAT INTERFERE WITH FAIR PLAY.** The first technical will result in the player sitting out for 10 minutes of game time unless in the opinion of the site supervisor the violation was serious enough to eject the player(s). The second technical will result in the player being ejected from the game and the site and suspended for two more league games. If the player/players refuse to follow the directions of the site supervisor, it will cause his team to forfeit the game. Any continued or chronic problems in relation to the rules could cause the team/player to be dismissed from the league for a minimum of the remainder of the season with the possibility of a year or more including the indoor and the outdoor league seasons. Fighting/pushing/shoving could result in a player being suspended from the leagues for a minimum of one full year and possibly more.
21. Teams unable to play on a certain night must make arrangements to switch with another game or play it on another night on their own and call in the score to Boise Parks and Recreation. Team must call all teams involved to get approval then notify Boise Parks & Recreation as to the change.
22. Teams forfeiting more than 2 games without a least one days notice will not be eligible for tournament.

**PLAY HONEST, PLAY FOR FUN, AND ENJOY THE GAME.  
PLEASE DON'T MAKE IT A PLACE TO TAKE OUT YOUR AGGRESSIONS.**