

City of Novi Adult 3 on 3 Basketball Rules

1. The goal of this league is to increase fitness and to have fun. This can be accomplished by following the rules of sportsmanship. Always give your opponent the benefit of the doubt.
2. The game shall be played on a half court by two teams of three players.
3. Each team must have a minimum of three players to start a game.
4. A maximum of 6 players will be allowed on a team roster.
5. Each team will assign a Captain. It is the CAPTAIN'S RESPONSIBILITY to keep team players in control at all times and to inform each player the rules of the league. NOVI PARKS Staff will have the right to expel any player or team due to excessive profanity or violence. The Code of Conduct must be abided by at all times.
6. At least 24 hours notice must be given to the League Organizer of game forfeit. (NOVI PARKS phone: 248-735-5646). **First offense- \$40 before your next game to either the Novi Civic Center or site supervisor on-site - Second offense - \$40 before your next game and possible dismissal from the league. You will not be permitted to play until this fee is paid.**
7. Games are played to a score of 21, and teams must win by 2 points. If 21 is not reached by the 25 minute mark, the game will end. Baskets made outside or behind the 3-point arc are 2 points, everything else is 1 point.
8. Each team is given 1 timeout to be used at any time throughout the current game.
9. Games are officiated unless Novi Parks is unable to secure an official. It is \$20 per game to the official on-site. If there is no official, there will be no cost for that night. In the case of no official, players are to call their own fouls and violations, offensive and defensive, and must do so in a calm, orderly and fair fashion.
10. An individual player may not foul out, but can be ejected if warranted. b. Any offensive foul shall result in loss of possession and disallowing any converted basket. c. Any shooting foul with a missed basket shall result in the FREE THROW OPTION (See later). d. Any shooting foul with a converted basket shall result in the basket being counted and a change of possession.
11. The start of each game will be determined by coin toss. Winner will take possession of the ball.
12. Alternate taking the ball out of bounds for jump ball situations.
13. On all mid-court dead ball situations, the ball must be checked in and play must begin with a pass.

14. In order for the player to be out of bounds on the sidelines their foot or hand must be touching the outside of the black line. This does not apply to the baseline and does not apply to the basketball (any part of the ball that hits the black paint is out of bounds). This rule is applied to both entire sidelines.

15. The ball must be taken beyond the top of the check line after each change of possession occurs. The check line is the foul line extended to each sideline. A change of possession occurs when: a. A basket is scored. b. A violation is committed. c. The ball is stolen. d. The defensive team rebounds the shot (this includes "air balls").

16. Games are 25 minutes long with a running clock. ***Clock does stop with 2 minutes left and less on dead balls and fouls.*** If the game ends and it is tied, the game will be played out until a team goes up by 2.

17. Like color shirts must be worn at all times.

18. Team pinnies will be supplied by NOVI PARKS if like colors are not worn by a team. Pinnies must be worn during play. It is the Captain's responsibility to retrieve the pinnies from the site supervisor and return them after the game. NOVI PARKS will be responsible for cleaning the pinnies.

19. There is a \$10 charge for lost pinnies.

20. Food and drink are prohibited in the gym.

21. Individuals may not participate on more than one team.

22. Rosters may be changed up until the 4th week of scheduled games. Any team who uses ineligible players will automatically lose the game in which they played.

23. In the event of teams ending the regular season with same record, playoff seeding will be determined by Head to Head and then by the amount of Points Against.

24. The decision of the official or site supervisor on rule interpretations is final.

25. NO DUNKING!

26. **FOULS AND FREE THROWS**

1. All Shooting fouls will be handled in the following manner:

A. When the basket is made—possession goes to the defensive team.

B. When the basket is missed—if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession. NOTE: One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

2. Non-shooting fouls—on or after the 7th team foul—will be handled in the following manner:

- If the free throw is made, possession goes to the defensive team.
- If the free throw is missed, the offensive team retains possession.
- If a foul is committed as time runs out, a free throw will be awarded to the fouled player.

FREE THROW OPTION: In a free throw situation, (including technical fouls), the designated shooter may at his or her option choose to shoot from the free-throw line (15 ft.) for one (1) point, or from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the nonshooting team will be awarded possession on the ensuing throw-in regardless of whether the shot is successful or not (Exception: Technical fouls). With under a minute left, if a one-point option is chosen, there will be a change of possession regardless of whether they make or miss it.

TECHNICAL FOULS PLAYER MISCONDUCT, FLAGRANT AND INTENTIONAL FOULS

1. **DEFINITION:** The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include: • A Contact Foul intended to hurt an opponent, fan or Official • Vulgar or verbally abusive behavior • Other misconduct deemed inappropriate by the Official (e.g. intentionally kicking the ball, etc.) or • A contact foul designed to neutralize an opponent's obvious advantageous position.

2. **PENALTY:** A choice between two (2) Free Throws from the Free Throw Line (15-ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.

The Team Captain may designate the player to shoot.

The Offended Team will retain possession of the ball whether the shots are made or missed. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.

3. Fighting and/or 'Throwing a Punch' automatically results in a Technical Foul assessed against the players(s) involved. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament.

4. A Technical Foul will be counted as a Personal Foul and Team Foul.

5. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other on-site Official.

6. Any player ejected from a 3 on 3 game for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Novi Parks Adult Basketball leagues for a period of one (1) year.

27. Equipment: All equipment is provided. **Please bring a person who can assist with scorekeeping (they run the clock, ☺).** Teams may bring their own basketball and may use it during their games if and only if both teams playing agree to use it.