

Manhattan Parks & Recreation
3-on-3 Basketball
Rules & Regulations

GENERAL BY LAWS

Recreational League: This program is strictly a RECREATION LEAGUE for the fun and enjoyment of those taking part. **HAVE FUN!!**

Player Eligibility:

- a) **Minimum Players:** Teams will carry a minimum of 3 players on their roster.
- b) **Maximum Players:** Teams may carry a maximum of 6 players on their roster.

Protests:

Protests are not allowed in the Manhattan Parks & Recreation Basketball League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled by the gym supervisor. The gym supervisor's decision is final. The supervisor must be notified that the remainder of the game is being played under protest.

Leagues:

Combined 3rd/4th & 5th/6th grade boys and girl's leagues will be offered if numbers allow. Leagues may be combined (i.e., coed, grade) depending on participant numbers.

Schedules:

Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Recreation Department due to facility availability or inclement weather.

Equipment:

- a) **Jewelry:** No jewelry, rings, watches, earrings, necklaces, wrist or ankle bracelets, beads, metal hair clips, etc. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
- b) **Uniforms:** Shirts must stay tucked in! Manhattan Recreation does not provide uniforms, but pinnies are available if necessary.
- c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.
- d) **Basketball:** The women's international 28.5 basketball will be used

Game Time:

Each team needs two (2) players to start the game. A team will be given (5) minutes after game time to meet the requirements to start a game. Teams failing to have two (2) players after 5 minutes of the scheduled starting time the game will be a forfeit providing the opposing team is on the court, ready to play.

- If both teams fail to report by the scheduled starting time, the team with the most players present will win the game. If both teams are not present both teams forfeit. The gym supervisor is empowered to adjust the playing time of the game in order that it be completed within the scheduled playing time.

Regulation Game:

Kansas State High School Rules apply with the following exceptions:

- a) **Home Team:** Team listed 1st on game schedule shall be the home. Home team (1st team listed on game schedule) provides scorekeeper and records the final score on score report. Home team shall have 1st possession of the ball.
- b) **Away Team:** Team listed 2nd on game schedule shall be the away team. Away team (2nd team listed on game schedule) provides someone to operate the clock.
- c) **Court:** The game is played at one goal. Half court boundaries are out of bounds.
- d) **Play Begins:** At the beginning of the game and after every made basket the offense will put the ball in play by a pass **only**. Point guard is allowed to dribble but cannot shoot their first shot on their possession.
- e) **Game Length:** Twenty-five (25) minutes. If no clock is available, teams will play first to twenty-one (21) winning by two points or greater.
- f) **Continuous Clock:** The clock will run continuously with the following exceptions: injuries and time outs.
- g) **Time-outs:** Two (2) 30-second time-outs per team in regulation game time, with no carry over in sudden victory.
- h) **Sudden Victory:** If the score is tied at the end of regulation time, the game will go into sudden victory. The clock will not run during this period. The visiting team on the schedule will have possession first. Each team in turn will receive one possession. A team's possession ends when it scores or the team on defense gains possession. The team to score without the opposing team answering a score wins.
- i) **Fouls:** All fouls are team fouls. On the 5th foul or before, the fouled team shall possess the ball at the top of the key. In case of sudden victory, all team fouls carry over.
- j) **Violations:** Obvious violations (traveling, double dribble, 3 seconds in the lane) may be called by either team.
- k) **Free Throws:** After the 5th team foul, the player fouled will shoot a free throw. Free throws count as one (1) point. During a free throw attempt, all non-shooting players remain behind the three (3) point arc. After the free throw attempt, the opposing team gains possession at the top of the key.
- l) **Scoring:** All baskets will count as 1 point inside the three-point arc. Baskets made from beyond the three-point arc will count as 2 points.
- m) **Missed Shots:** If the shot hits the backboard, rim, or net, and the defensive team gains possession, the defense must clear the ball past the 3-point arc with **BOTH** feet in order to advance on offense. **If the ball completely misses the backboard, rim or net, either team can score WITHOUT clearing the ball past the 3-point arc.**
- n) **Inbounding the Ball:** A dead ball going out of bounds will be put in play by "checking" the ball at the top of the key.
- o) **Stalling:** No obvious stalling will be allowed and results in a turnover. The offensive team must look to score.
- p) **Absolutely No Dunking Allowed!!!!**

Coaches:

Each team may have one (1) coach to a team. That one coach is allowed on the bench, unless otherwise approved. The coach's main responsibilities are to instruct and control player conduct. No coaching while the ball is live. Coaching/instructing allowed during dead ball time only.

League Standings & Awards:

League standings will be recorded for potential post-season tournament (tournament based on facility availability). No awards will be given.

Inclement Weather:

Any games postponed or canceled due to inclement weather will be announced. Coaches, players, spectators, and staff shall follow weather policies and procedures established by the Manhattan Recreation Department.

FACILITY**Location:**

All league games will be played at Eisenhower &/or Anthony Recreation Center unless otherwise notified. Doors will open no later than 20 minutes prior to the first game start time.

Personal Belongings:

The Recreation Department will not be responsible for valuables, personal effects, or injuries to participants.

Supervision:

NO KIDS WILL BE LEFT UNSUPERVISED IN GYMS OR LOBBIES! Spectators needs to remain in lobby or gymnasiums.

No Food or Drink:

ABSOLUTELY NO FOOD OR DRINK WITHOUT A SEALED LID IN THE COURT AREA