

**All games played in the Town of Prescott Valley Parks & Recreation Department's 3 on 3 League will be governed by the rules and guidelines of the National Federation of High School Basketball rule-book as well as the following:**

## **SECTION 1**

### **A) General Information**

All questions or problems must be directed to the Recreation Supervisor at the Town of Prescott Valley Parks & Recreation Department, 7501 E. Civic Circle, Prescott Valley, AZ 86314, (928)759-3027.

The Prescott Valley Parks & Recreation Department reserves the right to adjust any league rule with notice to all teams.

A league must consist of a minimum of four (4) teams at the beginning of the season. The schedule will not change if a team(s) drops out during the season. Scheduled games with that team(s) will be a win by forfeiture. Teams dropping out during the season will not receive a refund.

The Town of Prescott Valley Parks & Recreation Department will grant refunds only if a league has to be cancelled by the Parks & Recreation Department.

### **B) Player Participation**

An individual may play for only one team and in one league per sport. Participants in a Senior Division (if any) must be at least fifty (50) years old. Participants in a Woman's Division (if any) must be female. Participants in all other divisions must be at least fifteen (15) years old; players under eighteen (18) years old must have a parent permission/release of liability form on file. These forms are available at the Parks & Recreation Office, 7501 E. Civic Circle, Prescott Valley, AZ.

### **C) Schedule & Schedule Changes**

Games will be played Thursday evenings at Glassford Hill Middle School in Prescott Valley. Game times 6:30, 7:20, 8:05. Schedule changes may be necessary from time to time due to various circumstances. Coaches/managers will be notified immediately of

such changes. Coaches/managers will then be responsible to notify their players. Once the schedule has been published, requests for schedule changes will not be honored. Teams requesting specific game days/nights must do so prior to schedule development. Although not guaranteed, all efforts will be made to honor such requests.

#### **D) Forfeit Procedures**

Any team which forfeits once will receive a warning. A team(s) which forfeits twice is subject, at the discretion of the Parks & Recreation Department, to be removed from the league.

Coaches/managers should notify the Parks & Recreation Department in advance if they lack the necessary players for a game(s).

#### **E) Protests**

A protest must be made during game. Officials will stop game address protest.

Only protests of ineligible players and rule interpretations will be considered valid by the Parks & Recreation Department. Protests involving the judgment of call by an official will not be given consideration. A team's coach/manager will be the only one allowed to issue protests.

In protests all decisions by the Parks & Recreation Department are final.

#### **F) Ineligible Players**

A player is ineligible if he/she is not on a team roster, has not signed said roster, is exceeding the league limit for participation, is playing under an assumed name, and is younger than fifteen (15) years old or older than fifteen (15) years old without a signed parent permission waiver on file.

#### **G) Rosters**

Teams must submit a completed roster to the Prescott Valley Parks & Recreation Department prior to their first game. Rosters will be at every game; they may be

updated from time to time as needed, with a coach/manager adding/deleting players. Lineups for each game must abide by the official roster on file.

All players must personally sign the team roster; players listed on a roster without a signature are not eligible.

A player may be released from a roster and join another team during the season. The Recreation Manager must approve all roster changes.

## H) Use of Facilities

The Town of Prescott Valley is fortunate to have the use of area school facilities. It is up to all participants to treat the use of these facilities as a privilege and not to abuse them in any way. In order to inspire this and the continued use of the facilities, the Town of Prescott Valley asks that all participants and spectators adhere to the following guidelines:

1. Gyms will be open at 6:00 p.m. Teams will not be allowed to enter gyms until Parks & Recreation personnel are present.
2. There will be no food allowed in gyms. Beverages, however, will be allowed into the gym. If there is trash left over or not disposed of properly than this privilege will be taken away immediately and personnel will check all persons for food beverages prior to entering the facilities.
3. No smoking in the gyms or on school grounds. This is a state law and will be enforced.
4. Please dispose of all trash in a trashcan.
5. NO ALCOHOL is allowed on school or city property. Consumption of alcohol on these premises is illegal. If a player or spectator appears to be under the influence of alcohol he/she will be asked to leave the premises. Failure to do so will result in legal action.

- Children must be seated at all times. They will not be permitted to run around the gym. Parents are responsible for their children and their conduct. If parents do not comply with this, they will be asked to leave the gym.

## **SECTION 2**

### **A) League Rules**

The National Federation of Basketball Rules will govern all league play except as modified by the league rules specified in this rulebook.

### **B) Game Format**

All games will be played on a half court. There will be one official and one official scorekeeper at each game.

All games will be played in a three-game format. Each game will be worth one point, points will determine seeding for end of season tournament. The three (3) individual periods will be twelve (12) minutes in length. The twelve (12) minute periods will have a running clock except for the last minute of each period, called time outs, and injuries. The last minute will be a stop and go clock: out of bounds, fouls, violations, made baskets and so on. This includes the three (3) minute overtime periods which only the last one minute of the three (3) minute overtime period will be a stop and go clock.

#### **1. Change of Possession**

The Home Team, determined by coin flip, will start the game with possession of the ball and possession from that point forward will rotate and carry through the entire match, all three (3) games. ~~The beginning possession of the ball will rotate from that point on (Visiting team takes possession next period, then Home team, etc).~~ Beginning possessions and each possession after a made basket, violation, or foul, shall be inbounded from ten feet above the top of the three point arc. The opposing team shall "check" the ball prior to inbounding. Change of possession during live play shall be accomplished by taking the ball behind three point arc.

## 2. Time Outs

Each team will be given one (1) time out per period. These time outs will not carry over to the following periods. Each time out will be no longer than one (1) minute in length or until both teams are ready to resume play, whichever comes first. If a team calls time out and is to be found not to have any remaining, then the bench will be charged with a technical foul. The opposing team will be awarded two (2) points and possession of the ball. Each team will be awarded one (1) additional time out, plus any remaining time outs from the current period, for each additional overtime periods.

## 3. Fouls

A player will be disqualified after 4 personal fouls during any game (all three (3) periods). If a player receives six (6) personal fouls during the course of the match he/she will be disqualified from the match at the time the sixth foul has occurred. No additional personal fouls will be granted for overtime periods. If a player feels that there is a discrepancy regarding personal fouls they must refer the matter to their respective coaches. The coach will then bring the matter to the attention of the official and the scorekeeper. If the player does not follow these guidelines then they run the risk of a technical foul or ejection from the game.

All personal fouls will be included in a team foul total; four or more team fouls will result in a point being awarded plus possession of the ball.

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#### 4. Scoring

Scoring will be as follows:

- a. Two points shall be awarded for a basket inside the three point arc.
- b. Three points shall be awarded for a basket beyond the three point arc.
- c. One point shall be awarded on a shooting foul (basket missed), offense retains possession of ball.
- d. One additional point shall be awarded on a shooting foul (basket made); defense takes next possession.
- e. One point shall be awarded upon the 4th team foul (and each team foul thereafter). Offense retains possession of the ball.
- f. Two points will be awarded upon the 7<sup>th</sup> team foul and defense will take possession of the ball.
- g. No points shall be awarded for player control fouls (offensive fouls).
- h. In the last minute of game play, all free throws will be shot except for technical fouls.

#### 5. Winning

##### a. Period

A team must be the first to score twenty five (25) points and win by no less than two (2) points, or be leading at the end of the twelve (12) minutes regardless of the point spread, in order to be declared the winner of a period. All scoring discrepancies will be handled by the coach/manager, the official and the official scorekeeper during timeouts and between periods.

##### b. Game

Each game won in series of 3 counts as a point for winning team. If team wins 2 of 3 games in match, receive 2 pts, 1 of 3 games in match, receive 1 pt. etc. All scoring discrepancies will be handled by the coach/manager, the official and the official scorekeeper during timeouts and between periods.

#### C) Conduct

When you register your team, it is to be understood that you are playing in a recreational program. The intent of this program is for players to enjoy themselves and have fun. Please caution your players as to their conduct on and off the court as well as toward the officials and other participants.

Should an official feel that a player is demonstrating an unsportsmanlike act, they will be penalized accordingly. At no time shall anyone verbally or physically abuse any person whether they are volunteer or town employee. Violation of this rule will result in police action. Any player assessed a technical foul shall also be required to sit out two (2) minutes from the point of interruption. If an official makes this request, the coach/manager is responsible for enforcing the request. If the coach/manager refuses this request, the coach/manager and player will be ejected from the gym for the remainder of the game and possibly the season. Please refer to Section 3, A) Code of Conduct.

The officials will penalize unsportsmanlike conduct by players, coaches and spectators. If there is a flagrant conduct violation, the officials will penalize the team by banishing the offending player from the game and the gym. A player or team can also be dropped from the league if unsportsmanlike conduct becomes a problem. All coaches/managers are responsible for their team's spectators.

#### **D) Ejections**

Players or coaches ejected from a game must leave the gym immediately and have their suspension reviewed by the Recreation Coordinator. Each ejection will result in missing next game series. If ejected at end of season, each player will sit out first game series for next basketball league. Additional action may be taken, including but not limited to, probation or total suspension from the recreational league for the remainder of the season.

Any player assaulting a referee, scorekeeper, gym supervisor, opposing player, coach/manager or spectator, will be banned from all Town of Prescott Valley recreational sports programs for no less than twelve (12) months. The Parks & Recreation Director and Town of Prescott Valley Law Enforcement Officers will be called and charges will be filed. The Prescott Valley Parks & Recreation Department will support all of its employees if legal action is needed or pursued.

#### **E) Game Forfeitures**

1. Game time is forfeit time
2. Unsportsmanlike Conduct

A game can and will be forfeited due to aggressive unsportsmanlike conduct. This decision is left to the official. If this occurs all players of the offending team will be required to leave the gym. The Recreation Coordinator may take further action against the offending team if it is warranted

### **3. Lack of Players**

A team must have at least three (3) players to begin the game. A team that begins with the minimum of three (3) players and is reduced in numbers not less than two (2) players may legally continue to play and start subsequent periods until the team's players drop below two (2), in which case the period will be forfeited.

### **F) Line-ups**

The coach/manager must submit all names, first and last, of all players on the line-up card. The line-up card must be turned in to the official scorekeeper five (5) minutes prior to the game time. A technical will be given to the bench if the line-up card is not turned in on time.

### **G) Player Apparel**

Game day jerseys are available at the gym for use during league games. Teams are encouraged to wear their own team shirts, jerseys, but is not required. If a team does not have a jersey/pennies, P&R department have yellow and red ones available. All jerseys/pennies worn must have a permanent number on the back of shirt or jersey (this cannot be taped on before a game).

All players must wear either shorts or sweat pants and any non-marking athletic shoes. No street clothes will be allowed.

Knee braces will be permitted but must be worn so no other players will come in contact with the brace. Metal hinges must be covered so that sharp edges are not exposed.

## H) Substitutions

Substitutes must report to the scorekeeper. For legal substitutions, the officials on the court will signal verbally or with the wave of a hand for the subs to enter the game. Any substitution without consent from the official will result in an indirect foul (technical).

## I) Technical Fouls

### 1. General

All technical fouls will be counted as part of the four (4) or six (6) disqualifying personal fouls. Any player who receives a second (direct) technical foul in a game will be automatically ejected from the game and the possibility of a two-game suspension. Any players who receive three direct technical fouls at any time during the season will be placed under review and have the possibility of being suspended for the remainder of the season. The Recreation Supervisor and Parks & Recreation Manager will review the situation and make a timely decision.

### 2. Direct technical fouls can be given for the following:

- a. Misconduct
- b. Fighting
- c. Abusive Language
- d. Rough Play

### 3. Indirect technical fouls can be given for the following:

- a. Not reporting a substitute
- b. Not being listed in the line-up card
- c. Pockets in pants or shorts
- d. Unruly spectator behavior
- e. Insufficient protection on braces

#### 4. Awarding Points

On all technical fouls, direct and indirect, two points will automatically be awarded, plus the ball out-of-bounds. At no time will a team shoot technical foul shots. Any player assessed a technical foul shall also be required to sit out two (2) minutes from the point of interruption.

#### J) Tie-Breaker Formula

The following formula will be used to determine the champion or ranking of teams if there is a tie between two or more teams at the end of a scheduled season. The Tie-Breaker Formula will also be used for purposes of seeding in a post-season tournament.

1. Head-on-Head game record
2. Head-on-Head periods won
3. Head-on-Head points scored
4. Total points scored (season)
5. Co-Championship

#### K) Miscellaneous

1. Dunking

No dunking is allowed during warm-ups or games. Anyone caught dunking during warm-ups will be given a double technical foul and automatically will be ejected from the game and will receive an automatic one (1) game suspension. If a player receives more than one suspension for dunking they will be suspended for the remainder of the season. Anyone who is dunking will be held responsible for all replacement costs and for all parts and installations on any items damaged as a result of their actions. Hanging on the rim will have the same penalty as dunking.

### SECTION 3

## A) Code of Conduct

The Code of Conduct will be enforced before, during and after all league and tournament play. All rules will be strictly enforced. A team will be held accountable for the conduct of its players, fans or spectators. Misconduct will result in the penalty of an individual and/or team.

- The term “individual” includes the following: coach, manager, player, fan or spectator.
- The term “official” includes the following: referee, scorekeeper, league director, gym supervisor, and school or Town staff.

1. No Individual Shall: At any time lay a hand upon, shove, or strike an official.

Minimum penalty: Ejection from game and playing area with a two-game suspension.

Maximum penalty: Banned from the Town of Prescott Valley Adult Sports programs and assault charges may be filed.

2. No Individual Shall: Engage in a physical fight with another individual. If deemed a “fight”, individuals involved will be ejected from the game and playing area, with a suspension imposed by the Recreation Coordinator. The suspension may be season ending.

3. No Individual Shall: Be guilty of objectionable demonstration of dissent by throwing a ball or any other forceful actions.

Minimum Penalty: Unsportsmanlike Technical Foul.

Maximum Penalty: If deemed flagrant, ejection from the game and playing area.

4. No Individual Shall: Disrespect any call made by an official. Discussions will be accepted through the coach/manager only.

Minimum Penalty: Warning by the official.

Maximum Penalty: Unsportsmanlike Technical Foul.

5. No Individual Shall: Be guilty of using unnecessary rough tactics in the play of game.

Minimum Penalty: Unsportsmanlike Technical Foul.

Maximum Penalty: Flagrant Unsportsmanlike Technical and Ejection from the game.

6. No Individual Shall: Be guilty of unsportsmanlike flagrant fouls.

Minimum Penalty: Ejection from game and facility with an additional one or more game suspension.

Maximum Penalty: Suspension for remainder of season, including playoffs.

7. No Individual Shall: Be guilty of an abusive verbal attack upon any official or individual on or off the playing court.

Minimum Penalty: Unsportsmanlike Technical Foul (on court) disciplinary action (off court).

Maximum Penalty: Banishment from further League Play (on or off court).

8. No Individual Shall: Use profane, obscene or vulgar language in any manner or at any time, on or off the playing court.

Minimum Penalty: Warning by official/Recreation Coordinator.

Maximum Penalty: Unsportsmanlike Technical Foul (on court) disciplinary action (off court).

9. No Individual Shall: Appear on the court of play at any time in an intoxicated condition or under the influence of any other type of drug which will infringe upon their safety or the safety of others.

Minimum Penalty: Ejection from game.

Maximum Penalty: Disciplinary action to be determined by the Recreation Coordinator.

10. No Individual Shall: Be guilty of damaging, destroying or stealing Town and/or school property.

Minimum Penalty: Compensation for damages.

Maximum Penalty: Banned from Town of Prescott Valley Adult Sports program and criminal charges may be filed.

**Parks and Recreation staff reserve the right at any time to call a game final and stop the game.**

Players are expected to conduct themselves in a sportsmanlike and adult manner at all times before, during or after league or tournament games.

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