

# 3 ON 3 BASKETBALL BY-LAWS

1. 3 on 3 Basketball is designed to provide participants with an inexpensive and organized opportunity for fun, fellowship, competition and exercise.
2. All participants must be registered and paid before they are eligible to play. 18 years & older are eligible. If under 18 years, must have parental consent and fill out concussion form. There are three ways to pay: In the office (900 S. Marshall), by phone or online at [recpro.cityofmarshall.com](http://recpro.cityofmarshall.com). (with established account).
3. **UNSPORTSMANLIKE CONDUCT IS NOT PART OF THE GAME OF BASKETBALL AND IS NOT AN ACCEPTABLE BEHAVIOR.** Any player who acts in an unsportsmanlike manner will be removed from the contest, as specified by the program supervisor. This includes intentional fouls. Further disciplinary action may be taken if needed.
4. All Participants must wear gym shoes. No bare feet, stocking feet or street shoes will be permitted.
5. It is expected that all are to abide by the Middle School Gym policies, which prohibits Food, gum and Tobacco Products in the Gym. This department and the Marshall Public Schools are in no way responsible for lost or stolen valuables.
6. Teams may roster a maximum of six players. **6' & Under teams must measure in before participating!**
7. Game time is forfeit time. A team must have a minimum of two properly registered players by game time or that team must forfeit their first game. A 3rd properly registered player can be added during a dead ball period. A team must have a minimum of two players within 15 minutes of game time or the entire match will be a forfeit. Substitutions can only be made during a dead ball.
8. Length of Games: First team to score 15 points, or 18 minutes (running clock). If the game ends in a tie, the teams will play sudden-death overtime with the team scoring first declared the winner. Winning 2 out of 3 games constitutes a complete match.
9. There shall be 1 time out per game. Time outs shall be 30 seconds in length.
10. The ball must be taken beyond the White Line above the top of the key to begin offensive play following all change of possessions. Touching the line with foot or ball is good enough for a take back. Possession means "having control of the ball." The defense cannot pass the White Line in an effort to steal the ball. The defense may pass the White Line only to secure a loose ball.
11. After a field goal, the team scored against receives the ball "out top." Defense must check the ball after a field goal.
13. All jump balls are awarded to the defense.
14. The ball must be **THROWN IN** (not dribbled) from "out top" after the ball has been checked following all "dead balls." "Dead Balls" include a made basket, a violation, a foul, a jump ball or out-of-bounds.
15. The half court line and sidelines (mostly red) are out-of-bounds. The ball is considered out-of-bounds any time the ball touches on or beyond these lines.
16. All fouls are "call your own." **A player who is fouled or the player who made the foul should so declare IMMEDIATELY!!** OFFENSE AND/OR DEFENSE CAN CALL FOULS!
17. **ALL TEAMS WHO WIN THEIR MATCH MUST RECORD SCORES ON THE SUPERVISOR REPORT IMMEDIATELY FOLLOWING THEIR MATCH. SCORES NOT REPORTED WITHIN 1 WEEK WILL BE AN AUTOMATIC DOUBLE FORFEIT!**
18. League champion will be determined by the best overall won-loss record. Ties will be broken first by the best record in League play only. If this still does not determine a league champion, then head-to-head competition with team(s) tied in the same league will determine league champion.