



## WOMEN'S 3 V 3 ADULT BASKETBALL RULES

[Current High School rules](#) will be used with the following exceptions:

### **Player, Team & Spectator Conduct**

The CCOB staff is here to make sure there are no patterns of misconduct with individual players, teams or spectators that impede us from providing everyone a safe & fun environment. Therefore, CCOB staff reserves the right to assign consequences for player, team, or spectator conduct at our discretion. Consequences may include ejection from a game/facility, suspension(s) for a future game(s), and/or removal from the league. If misconduct occurs, CCOB staff will utilize the following tools:

- Documentation of the conduct
- Verbal conversations clearly stating the misconduct
- Meeting with the team manager &/or player(s) involved
- Possible ejection from the game & facility, suspension(s) from future game(s), and/or removal from the league

Misconduct includes, but is not limited to the following:

- Continual use of foul language directed at players, officials, CCOB staff, or spectators
- Patterns of behavior that are perceived by CCOB staff as aggressive, taunting, or instigating
- Engaging in -or- escalating conflict with players, officials, CCOB staff, or spectators
- Yelling and/or arguing with players, officials, CCOB staff, or spectators
- Player/team conduct not covered above will be subject to the [CCOB - Code of Conduct](#) and will be enforced by the Program Coordinator or other members of the CCOB Staff

### **Team Rosters & Uniforms**

- Teams are required to have numbered uniform shirts of the same color.
- All players must register prior to their first game by completing the Individual Player Registration form & agreeing to the following items:
  - Women's 3v3 Basketball Rules
  - City and County of Broomfield's Code of Conduct
  - CCOB Release and Indemnification Agreement
- All players must be 18 years of age by the start date of the league and must present a valid picture I.D. when checking in prior to their first game to verify age and identity

- Team managers must verify the names and numbers of all players on the team's roster by the start of the team's 3rd game
- Teams may change their roster up until the start of the 3rd game. Any additions after that time will be left to the discretion of the Program Coordinator
  - It is up to the opposing team's manager to question player eligibility before the game starts. If the player in question is not on the roster, it's an automatic forfeit.
- Players **must not** be rostered for different teams in the same league but **may** play in other leagues.

### Game Regulations

- Games will be two 20 minute halves
- In case of a tie, a 3-minute overtime will be played.
  - If still tied, a 2nd 3-minute overtime will be played.
  - If tied after the 2nd overtime period, sudden death or next point wins the game.
- Halftime will be 3 minutes long
- Teams must have at least 2 players to start and continue playing the game
  - A grace period of 5 minutes will be given if a team does not have the minimum number of players (2) required to play. The game clock will start at the scheduled start time. If a team still does not have enough players after the 5-minute grace period, then the team has forfeited.
- Once a team is up by 15+ points the winning team is not allowed to press beyond half court
  - The winning team is also no longer allowed to run a fast break when up by 15+ points
  - The winning team must also pass the ball at least 2 times before shooting the ball
- Substitutions can be made during game play
  - Substitutions can be made when the play is live, as long as the substitution does not result in a fast break
  - If the substitution is made resulting in a fast break a foul will be called and possession of the ball will be given to the other team.

### Stopping the Clock

- The clock will stop in the last 3 minutes of the 2nd half **ONLY** if the differential is 10 points or less. Once the differential is 10 points or more the clock will not stop. This also applies to overtime.
- The clock will stop on all team and/or official's time outs
- The clock will stop during the administration of all technical fouls shots

### Time Outs

- Two 1-minute time outs are allowed each half
- One 1-minute timeout will be allowed in each overtime
- Time outs are not cumulative or carry over to the 2nd half or overtime

### **Tie Breaker Procedures**

- If Teams are tied at the end of the regular season, then we will use the following to determine seeding for the tournament:
  - 1st - Regular season record
  - 2nd - Point differential
  - 3rd - Coin flip

### **Personal Fouls**

- A player will be disqualified from the game after committing five fouls.
  - Minimum number of eligible players is 2, anything below this will result in a forfeit
- Foul shots will be administered:
  - If a player is fouled during the act of shooting
  - If a team has committed 7 or more fouls in one half, the opposing team will shoot 1-and-1 free throws (Team Fouls 7, 8 & 9)
  - If a team has committed 10 or more fouls in one half, the opposing team will shoot two free throws
  - All technical and intentional fouls will result in the opposing team shooting two free throws and possession of the ball

### **Technical Fouls, Flagrant Fouls, Player Ejection and Team Forfeiture**

- A player who receives a technical foul will be required to pay a fee before participating in further league or tournament play. For one or each single technical foul, the fine is \$10.
- A player who receives 2 technicals or 1 flagrant technical foul will be:
  - Disqualified from the game
  - Charged a \$20 fee
  - Suspended at least 1 game up to the remainder of the season based upon severity
- Any player ejected from two games during the season or assessed a cumulative 3 technical fouls during the season will be:
  - Suspended from future league or tournament play
  - Charged a \$100 fine
  - Required to meet with the CCOB athletics team before coming back to the league
- Any team that is collectively assessed 5 technical fouls during the season will be removed from the league including all regular season or tournament play

### **Dunking**

Dunking will not be allowed at any time during the program, including before the game, during a game, or after the game. A technical foul will be assigned for all dunks and follow the technical foul guidelines defined above.

### **Spectators Attending Games**

Spectators are welcome to watch the Tuesday night games. By attending these games, spectators agree to uphold the City and County of Broomfield's Code of Conduct and the Men's Basketball League Rules. If misconduct by spectators occurs, consequences may include ejection from a game/facility, suspension(s) for a future game(s), and/or removal from the league. Patterns of misconduct by patrons may result in the same consequences being assigned to the team. Team managers will be contacted by the Program Coordinator when misconduct of spectators occurs.

### **Alcohol**

There is no alcohol allowed in any City of Broomfield park, school or facility. No player, manager, coach, or team representative is allowed to drink alcoholic beverages before or during a game. Violation of this rule will result in that person being unable to participate in the game or ejection from the game. The City of Broomfield Police Department is enforcing the open container ordinance. No open alcoholic containers at the facilities or in the parking lot.

### **Open Container Law**

The City and County of Broomfield has an "Open Container" law that states: It is unlawful to have open containers of alcoholic beverages in any City park, school, or ballfield. In accordance, the City and County of Broomfield Police will issue citations -and- the City's Athletic Division will suspend participants from league play in the following manner:

- First Offense - Two game suspension and a letter sent to the manager/coach informing the team of the offense and suspension
- Second Offense - League suspension for one full year from the date of offense and a one game suspension for the entire team. A letter to the team sponsor informing them of the violation and suspension.