

**We encourage all players to play hard and play fair.
Please respect the officials - their job is not easy. We require all participants to practice good sportsmanship at all times.**

3 on 3 men's and women's Rules & Regulations

The Spearfish Recreation Center will not be held liable for injury incurred during activity.

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Game information

- All Games are held at the Spearfish Recreation Center
- There is no shot clock.
- ***The ball must be taken back past the 3 point line on ALL possession changes.***
- ***The ball must be checked after each made basket, or whistle.***
- ***You must pass from the top after the ball is checked.***
- You must have three players to start play. If you only have three, and there is an injury during the game, you may play with less.
- Games are 20 minutes long running clock unless within 6 points in the last 2:00min
- **Each team gets two timeout per game.**
- The first overtime is two minutes; the second is 30 seconds
- Substitutions can be made on any dead ball. (You do not have to check in).

Roster

- A minimum of 3 players and a maximum of 6 players listed on the roster.
- No player may legally play in a game until they are on the roster and have signed the release form.
- If a team uses an ineligible player, they will forfeit all games the ineligible player has participated in up to that point.
- Players must be 16 years old or older by the first game. If under 18 they must have parent's signature on roster as well.
- Rosters may **not** be changed after the 3rd week of play unless special permission is given by the Recreation and Aquatics Specialist. (This allows for replacement of injured players, players that have moved out of town, or other special circumstances.)
- No transferring from one team to another.

Equipment

- Same colored shirts are recommended.
- All players must wear non marking basketball type shoes. **NO EXCEPTIONS**
- All game balls will be provided by the Recreation Center.

Forfeit Rules

- Teams should be ready to play 5 minutes before game time. If one team is short the required number of players at game time, they have 5 extra minutes for the rest of their players to show or it is a forfeit. The other team will be granted an 8 point lead if the opposing players arrive before the time is up.
- If neither team can field a team then both teams have 5 minutes. If one team reaches a full team and the other does not before the 5 minutes are up then the full team wins.
- Any team accumulating 2 forfeits during the season will be suspended from further play until a \$50 reinstatement fee is paid.
- If any team accumulates 4 forfeits during the season they will be dropped from the rest of the league and the tournament.

Technical Fouls

- Will be issued if the following occurs: swearing, obscene gestures, unnecessary roughness, unsportsmanlike conduct, fighting/arguing with other team, or officials, etc... These will be determined by the official.
- Technical Fouls will result in the opposing team receiving two points and the ball.
- The officials may eject players or spectators from the Recreation Center if more than one Technical Foul is given to that person.

Injuries

- Bleeding players **MUST** leave the game. The player may reenter the game once the bleeding has stopped and the wound is covered and protected. All bloodied clothing items must be removed.