



## Adult Men's Rec. 3v3 Basketball Rules

### General Information

1. RedLine Westminster offers a non-sanctioned basketball program for the recreational enjoyment of the participants. RedLine is the sole governing body of the program.
2. RedLine reserves the right to re-classify a team or player at any point in the season in order to maintain a fair balance of competition. Previous season's records (if applicable) will be utilized to assist in classifying teams/players.
3. RedLine also reserves the right to expel any team from the league for reasons of misconduct, failure to observe rules, regulations, and procedures and/or failure to field a team for 2 or more matches. Written notification of such actions will be provided to the individual and/or team manager. Any team forfeiting two or more matches (this includes make up matches) without notifying RedLine in advance will be dropped from the league with no compensation.
4. Teams are responsible for knowing the rules. Managers shall see that all players and spectators are familiar with these rules and regulations. All provisions in the RedLine basketball rules and Player Code of Conduct regarding behavior and actions of players, managers, and spectators apply to the entire facility before, during, and after the games. Managers are responsible for the conduct of his/her team and spectators during league and tournament play.
5. Any and all situations not specifically covered in the rulebook shall be acted upon by the Facility Supervisor or the GM of RedLine, and all such action taken shall be final.
6. Special scheduling requests (i.e. "our team needs a bye on March 4") must be submitted before the registration deadline but are not guaranteed. Any special scheduling requests needed after the schedules have been made will not be accommodated.
7. Please call RedLine no later than 2pm the day of your game (720-400-8808) if you know in advance that your team needs to forfeit so we can inform the opposing team.
8. If children are brought to the games, they must be continuously supervised by an adult who is not playing in a game. RedLine not responsible for children who are injured during the course of this program. Any children causing play to be stopped will cause the offending team to 1.) Loose a possession. 2.) Loose a time out. 3.) Forfeit the game.
9. All team fees are due in full before the start of your teams' first game. If your team is not paid in full before your first game, you will have ten minutes to pay your remaining balance before the game is called a forfeit.
10. Recreational/Intermediate League – This league is for fun and in general players that have played at the collegiate level are too advanced for this league. All players should know basics but it is up to RedLine personnel if a player exceeds the level of this league and therefore will not be able to participate.

### Player Eligibility and Roster

1. Roster size is limited to 6 players for 3's for awards. **All members of your team must be on the roster by the 3rd game of the regular season. No players may be added after your team has played the 3rd game.** See the supervisor to add players to your roster. **All players must complete and sign roster before playing in any game.**

**By signing the roster form, you and your team are agreeing to follow all rules and the RedLine Code of Conduct (page 5).**

2. All players must be at least **18 years of age** before the season starts.
3. A player may not participate on more than one team in the same league that plays on the same night.
4. Player protest must be before the next possession.
5. A player may not transfer to a team in the same league without prior approval.
6. The supervisor has the authority to disallow an illegal player(s) to participate.
7. **If a team borrows a player from the same league, the game will automatically be a forfeit, which will be enforced by the supervisor.**
8. Player Identification- Players must have a legally accepted picture ID (i.e. driver's license) at the court for all games. Players not able to produce a valid ID upon request are ineligible to continue participation in the game. **Protests on ineligible players must be done before the player enters the game for the first time.** Player eligibility protests and forfeits are not retroactive to matches played before the protest.

## League Play

### Number of Players

Each team may consist of a maximum of 6 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team.

Age Eligibility: Must be 18 years old, minimum. Must have ID on you if requested.

### Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players.

### Basketball Size

A full-size ball will be used for all games.

### Basket Height

All baskets will be the standard 10 feet high.

### Game Times

Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. A forfeit will be scored 20-0.

### Length of Game

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

- A. Games will be 2 twenty (20) minute running halves.
- B. Half time will be 5 minutes long.
- C. The clock will only be stopped in the last 2 minutes of the second half if the point spread is no greater than 12 points and the free throws will be shot if a team is in the bonus (on the 7th foul).
- D. Each team will have 2 thirty (30) second time outs per half.
- E. Overtimes will be 5 minutes long. There will be one additional time out for each overtime.

### Keeping Score

All made baskets from inside the three-point arc count for one point and made baskets from outside the three-point arc count for two points.

### Substitutions

Substitutions may only be made during a time-out or a "dead ball" situation.

### **Player Injury**

Clock will stop for any injury on the court. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game.

### **Change of Possession**

The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.

### **Boundaries**

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.

### **Jump Ball**

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

### **Fouls**

Call your own Fouls! There will be no officials!

All called fouls, whether shooting or non-shooting, shall result in one free throw shot, except on a successful field goal, in which case the basket counts, and no free throw shot is awarded. However, if a player is beyond the three-point arc and is in the act of shooting when fouled, two free throw shots will be awarded, except on a successful field goal, in which case the basket counts, and no free throws are awarded. A change of possession will result regardless of whether the free throw shot(s) is (are) made or missed. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

The following fouls will result in additional sanctions:

### **Technical Fouls**

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and or a coach or fan removed from the court for the remainder of that game or for the rest of the league or tournament. A player who aggressively contacts or assaults a scorekeeper/supervisor or any RedLine representative shall be automatically ejected from the game and for the remainder of the tournament.

### **Intentional Fouls**

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, if while attempting to play the ball, a player causes excessive contact. An intentional foul will result in one point for the offended team and possession of the ball.

### **Flagrant Fouls**

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul will result in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

- A. Two technical fouls of any kind and that player will be ejected from that game and the following game.

- B. Any player who throws a ball in a flagrant manner will be automatically ejected from the game.
- C. Once a team receives a 4th conduct technical foul of the season, that team will forfeit that game and the following game.

**Dunking**

Dunking is only allowed during play. Dunking is not allowed during warm-up.

**Stalling**

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team. 20 seconds will be loosely enforced before a change of possession.

**Sportsmanship Policy**

Good sportsmanship and cooperation is both anticipated and expected. The team captain, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court official. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Acts such as fighting, taunting, intimidating or verbally attacking a tournament representative, player or spectator may lead to removal of that player, team and/or spectator from the league/tournament.

**Tiebreakers:**

In the case of a tie to determine championship round standings, it will be broken as follows: 1) Head-To-Head, 2) Most Wins, 3) Least Points Allowed, 4) Coin Toss.

Have FUN!!

# **CODE OF CONDUCT**

RedLine has taken the policy of prosecuting any player, coach or spectator that violates any of the following rules.

RedLine also reserves the right to expel any team, without a refund, for reasons of conduct, failure to observe rules, regulations, procedures and/or failure to field a team for 2 or more games. Written notification of such actions will be provided to the individual and/or team manager.

**Misconduct / Ejection(s):** The supervisor shall be empowered to penalize an offending player, coach and/or team as follows:

- A. **Warning to player and both teams.**
- B. **Ejection from current game and suspension for subsequent game(s).**
- C. **Forfeit of game.**

**Any player or spectator ejected from the game must leave the court and facility. Failure to leave when instructed can result in a forfeit.**

**Anytime a game gets out of control, the supervisor or any RedLine employee has the authority to forfeit the game. Any team with 3 or more ejection will result in a forfeit.**

- ✓ **NO PLAYER** at any time shall lay a hand upon, push, shove or threaten to strike or verbally threaten a supervisor, staff member or spectator.  
**Penalty:** Be ejected from the game, receive minimum 3 game suspension (maximum of a season) and will be placed on probation.
- ✓ **ANY PLAYER** involved in a physical altercation (strike/hit) with another player, coach, staff member or spectator.  
**Penalty:** Player(s) will be ejected from the game and suspended that sport for one full year.  
NOTE: Any player throwing a punch will be suspended for a full year no matter who started the fight.
- ✓ **NO PLAYER** will be allowed to play if acting in an intoxicated manner.  
**Penalty:** player(s) will be removed from the game. This will be ruled upon by any RedLine supervisor.
- ✓ **ALL PLAYERS, COACHES AND SPECTATORS** will abstain from the use of vulgarity or unsportsmanlike manners while at the RedLine facility.  
**Penalty:** Depending upon severity, officials can enforce A, B, or C of Misconduct/Ejection rule.

**TEAMS ARE RESPONSIBLE FOR THEIR PLAYERS AND SPECTATORS CONDUCT BEFORE, DURING AND AFTER THE GAMES.** All spectators, as well as participants, must conform to all RedLines' Regulations and Rules. Improper behavior will not be tolerated.

**Penalty:** Ejections, Forfeit of game and/or remaining games, arrest and prosecution and no refund of fees.

Once a player(s), coach and/or team have been placed on probation, their conduct will be evaluated throughout the remainder of the season, including tournaments. Further conduct violations will result in further suspension that could extending through the remainder of the season, including tournaments, as well as forfeiting all fees paid to date.

All players and/or coaches will abide by the supervisors' decision including a decision concerning a team's conduct. The second time a player, coach or manager is ejected from a game, and a more severe suspension will be administered.