



GLEN ELLYN PARK DISTRICT

3v3 Basketball League

Revised November 20, 2018

- Games are held at the Ackerman Sports & Fitness Center
- Games are held at 7:30, 8, 8:30 & 9pm (dependent on the number of teams)
- All leagues play an 8 game regular season + single-elimination, post-season tournament*
- League fees - \$250 per team
- \$50 cash award for tournament bracket champions*
- \$25 cash award for tournament bracket runners-up*

** Teams are divided into separate brackets for playoffs dependent on regular season standings.*

NOTE: REGISTRATION WILL BE ACCEPTED ON A FIRST-COME, FIRST-SERVED BASIS. DEPENDING ON AVAILABILITY, THERE IS NO GUARANTEE THAT RETURNING TEAMS WILL BE ABLE TO SECURE A SPOT IN THE SAME LEAGUE THAT THEY PARTICIPATED IN LAST YEAR.

REGISTRATION CODE #

3v3 League-9 th -10 th grade	113498
3v3 League-11 th -12 th grade	113499

DATES TO REMEMBER

Monday, January 21, 2019 Last day for teams to secure a spot for the Winter 2019 season.

REGISTER ONLINE AT www.gepark.org

Tuesday, January 22, 2019 Captain's Meeting held at the Spring Avenue Recreation Center, 185 Spring Avenue at 6pm.

Wednesday, January 23, 2019 Schedules available after 2pm at www.gepark.org.

Saturday, January 26, 2019 Season begins.

NOTE: Completed rosters are due prior to the first game.

OBJECTIVE

To provide an opportunity for interested persons to play 3v3 basketball. Fair play and sportsmanship are the responsibility of every player AND manager.

ELIGIBILITY

Players must be at least 14 years of age to 18 years to participate in league play. All players must have their name, home address, and home phone numbers on the team roster/waiver form BEFORE they can participate in any Glen Ellyn Park District game.

CAPTAIN'S RESPONSIBILITIES

1. All teams should send a captain (or other team representative) to attend the Captain's Meeting.

NOTE: Modifications to the league, including, but not limited to rules and awards, may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made.

2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
3. All captains are expected to inform their players of scheduled games, schedule changes, make-ups and standings.
4. Captains are responsible for notifying the Recreation Supervisor of a change of address and/or phone number.
5. It is the captain's responsibility to check the final score to insure accuracy.
6. Team captains are responsible for the conduct of their team members and any team spectators.
7. Captains are the only player allowed to address the referee during match play.
8. Captains are the team liaisons to the Park District. All telephone calls and league info will first go to the captain; if the captain is not available the information will go to the co-captain.
9. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that manager to call the Recreation Supervisor and submit another contact name, if other than the co-captain.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, home phone number and signature (parent signature needed if participant is under 18).
2. All players must be at least 14 years of age or older prior to participation in league play.
3. Roster changes will be allowed as designated by the Park District deadline, **before the third game of the season**. Signatures are required on the official roster prior to participation in league play.
4. A player may only play on one team in a given division. If a player is on more than one team's roster in a given league, he/she will be declared ineligible for that league.
5. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
6. Rosters will consist of a maximum of five (5) players.

CANCELLATIONS

1. Do not assume games are canceled because of weather conditions. Every effort will be made to play the games. If games are determined to be playable and your team does not show, you will lose by forfeit. If there are any questions as to whether a game is canceled due to weather conditions, **information will be available on the main park district website at www.gepark.org or by calling 630-984-5075 after 4:00pm**. It is the captain's responsibility to contact their players. If captains are not notified, they are to assume the game is on and, if need be, the game will be canceled at the game location.
2. Teams will be given advance notice for all make up games, if possible.

SCHEDULES

1. The Glen Ellyn Park District reserves the right to change and/or adapt all schedules in any way necessary to operate the league with proper notice.
2. Anytime there are make ups, rescheduling, playoffs, etc., they will be scheduled according to the availability of the Park District facilities and staff.
3. Schedules will be available for pick-up at the Spring Avenue Recreation Center, 185 Spring Avenue **after 2pm on the Thursday** following the Captain's Meeting on the Glen Ellyn Park District's website at www.gepark.org.

RULES

IHSA rules apply except where the Glen Ellyn Park District has made adaptations.

1. Court and Ball

The game will be played on a 3v3 basketball court with 1 basket on half a traditional basketball court. The court shall have a regular basketball playing court sized zone, including a free throw line, a high school three-point line and a “no-charge semi-circle” area underneath the one basket.

2. Teams

- Each team shall consist of 5 layers (3 players on the court and 2 substitutes)
- Before the first game is played, each team’s players need to sign in at the score table.
- Only the league director can authorize additions/subtractions from the team roster.
- A player can play on two teams but the teams must be in two different age divisions. For example, a 9th grade player can play up a division in the same competition level.
- A team may play in two different age divisions.
- To be eligible for the playoffs a player must play in at least two league games

3. Game Officials

The game officials shall consist of 1 referee and 1 time/score keeper.

4. Beginning of the Game

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3. The game must start with two players on the court.

4.4. A team must have at least 2 players present to begin a game. At 5 minutes past game time, the referee can declare the game a Forfeit if at least 2 players are not present.

5. Scoring

5.1. Every shot inside the arc shall be awarded one point.

5.2. Every shot behind the arc shall be awarded 2 points.

5.3 Every successful free throw shall be awarded 1 point.

6. Playing time/Winner of a Game

6.1. The regular playing time shall be as follows: 23 minutes of total playing time. The clock will not stop

6.2. The first team to score 25 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

6.3. If the score is tied at the end of playing time, an extra 2 minute period of time will be played. There shall be a 1 minute break before overtime starts. The first team to score 2 points in overtime wins the game. If only 1 point is scored at the

end of the two minute overtime period, the team scoring the goal will be the winner. If the scored is tied at the end of overtime, play will continue and the first team to score in sudden death will win.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 2 players ready to play. In case of a forfeit, the game score is marked 10-0.

7. Fouls/Free Throws

7.1. A team is in penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to disqualification.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

8. How the Ball is played

8.1. Following each successful field goal or last free throw:

– A player from a non-scoring team will start with a check-ball, i.e. an exchange of the ball (between the defensive and offensive player) behind the arc at the top of the court. The ball must be passed in (not dribbled) from behind the arc. The defensive player is not allowed to steal the ball from the player passing the ball in. The defensive player may try to steal the in-play pass.

8.2. Following each unsuccessful field goal or last free throw (except those followed by ball possession):

– If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

– If the defensive team rebounds the ball, it must clear the ball behind the arc (by passing or dribbling).

8.3. If the defensive team steals or blocks the ball, it must clear the ball behind the arc (by passing or dribbling)

8.4. Possession of the ball given to either team following any dead ball situation shall start with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.5. A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.

8.6. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

9. Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation. Teams stalling may be penalized with delay of game warning.

9.2. The referee may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to hit the rim on the offensive possession within 30 seconds will result in loss of possession.

10. Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

11. Time-outs

11.1. Each team is granted one 45 second team time-out. Any player can call the time-out in a dead ball situation.

11.2. No timeouts in the last three minutes of the game. The game clock does not stop during timeouts.

11.3. All time-outs have a length of 45 seconds.

Note: time-outs and substitutions can only be called in dead ball situations or possession of the ball and cannot be called when the ball is live pursuant 8.1.

PROTESTS

Protests will not be allowed except with regards to eligibility. Judgment calls cannot be protested. Protests will not be allowed in any post-season tournaments.

RULE VIOLATIONS (CONDUCT)

1. Players or captains in violation of the following shall be ejected from the game in which they are participating, as well as a minimum of one additional game (at the Recreation Supervisor's discretion):
 - A. Use of excessive foul language
 - B. Being under the influence of alcohol or any mind-altering substance.
 - C. Team members, other than the manager, discussing disagreements or arguing with the official(s)
2. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for the player and possibly the team.
3. We ask that you respect the rights of the officials and Park District Staff. If, for any reason, an official or Park District Staff is verbally threatened, physically threatened, or struck by a player or captain before, during or after a game, that person will be expelled from participation in any adult leagues indefinitely.
4. Use of excessive foul language by spectators, or spectators in possession of alcohol, must be policed by their respective team members. Violation of this rule will result in forfeiture of the game.
5. Use of an unrostered (illegal) player will result in the forfeiture of the game in which he is caught illegally playing.

In the event that a team suspects that the opposing team is using an unrostered (illegal) player, a roster check may be requested. At that time all players from both teams will be required to produce photo identification.

Should the roster check occur prior to the beginning of the game, all players without photo identification will not be allowed to participate. Should the roster check occur during the game, the game shall immediately be stopped and photo identification of all participants from both teams will be checked. Any participants unable to produce photo identification at that time shall be declared an unrostered (illegal) player.

In either situation, applicable forfeit rules apply, including the possibility of a double forfeit.

TOURNAMENTS

1. A single-elimination tournament is conducted at the end of league play. Teams are divided into separate brackets for playoffs dependent on regular season standings. Bracket seeding parameters shall be based on the number of registered teams.
 - A. If ten (10) or more teams have registered to participate for the season, the playoffs shall consist of two (2) brackets divided approximately evenly.
 - B. If more than eight (8) but less than twelve (12) teams have registered to participate for the season, the playoffs shall consist of two (2) brackets divided approximately evenly.
 - C. If less than eight (8) teams have registered for the season, the playoffs shall consist of one (1) bracket with all teams included.
2. Several games may be played in succession, which is common in tournament play.
3. Tournament rules will be the same as regular season rules.

TIE-BREAKER POLICY

In order to determine a league champion and tournament seeds, the tiebreaker will be based on: 1) league standing during the regular season (winning percentage), 2) head-to-head competition, 3) head-to-head point differential, 4) average point differential, 5) average points against, 6) record against common opponents, 7) strength of schedule, 8) forfeits, 9) coin toss.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact the Recreation Supervisor at 630-942-7268.
2. Teams will be held responsible for fans.
1. Teams are reminded that the Glen Ellyn Park District does not carry medical insurance covering injuries incurred while participating in the Glen Ellyn Park District 3v3 League.
4. The Glen Ellyn Park District reserves the right to modify and all league rules, regulations, and procedures as necessary.
5. League information, including schedules, standings, and rainout information will be available at www.gepark.org.