

City of Concord 2022 Adult 3x3 Basketball Rules & Code of Conduct

Games are to be played according to High School Federation rules with the exception of the following Municipal Sports rules. At any time, any rule may be modified as an exception by the Municipal Sports Staff.



Concord 3X3 Basketball

Playing and Regulations

- 3x3 basketball is played on one hoop by two teams of three players
- The game shall be two halves of 20 minutes each. The game clock shall not stop during dead ball situations or free throws except for the last two minutes. The clock will stop during timeouts.
- Halftime shall be 5 minutes

Teams

- Teams will be composed of at least 4 players but no more than 8.

Beginning and ending the game

- 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 the second half
- The clock begins when the ball is in the hands of the offensive player after the check-ball has been completed
- The team who has the most points at the end of the second half wins the game. If the score is tied at the end of regular playing time, an overtime shall be played. Possession of the ball at the of start overtime will go to the team who won the coin flip at the beginning of the game. The first team to score will be declared the winner of the game.

Status of the ball

- The ball is dead after a made basket. It must then be checked to become live again. Balls will be checked at the top of the three-point arch.
- The ball is dead after an official blows his whistle or time expires.

Jump ball

- A jump ball is rewarded to the last defensive team.
- A Jump balls occurs when one or more players from opposing teams have both hands firmly on the ball, when the ball goes out-of-bounds and the officials are unsure who touched it last, or when a live ball becomes stuck between the rim and the backboard.

Field Goals

- A goal is made when a live ball enters the basket.
- A goal scored from inside the arc is 2 points.
- A goal released from behind the arc is 3 points.
- A goal scored from the free throw line counts as 1 point.
- If a defensive player puts the ball into the basket without having control of the ball, the point shall be awarded to the last offensive player to touch the ball.
- If a defensive player deliberately scores a field goal without clearing the ball it is a turnover; the goal will not count, and the game shall resume with a checked ball for the last offensive team.

Checked-Ball

- Following any dead ball situation play resumes with a check-ball. A check-ball is the exchange of the ball between defensive and offensive player beyond the arc at the top of the court.
- The defensive player facing the offensive player shall hand over or bounce the ball to the opponent with a normal basketball pass allowing the offensive player to take control of the ball.
- The defender should be approximately 3 feet away from the offensive player while checking the ball.
- At the beginning of the first half, or overtime situation the check-ball shall be administered by the official.

Time-out

- A time-out is an interruption of the game requested by a player or substitute to the officials.
- Each team has 1 time-out per half.
- All time-outs shall last 1 minute.
- A timeout can only be taken by the team in possession of the ball or if the ball is dead prior to being checked.

Substitutions

- A substitution is an interruption of the game requested by the substitute to become an active player.
- Both teams may request a substitution when the ball becomes dead, prior to checking the ball.
- The substitute must be called into the game by the official.
- If the free-throw shooter must be substituted because he is injured or has been disqualified, a substitute may attempt the free-throws. However, if a substitute is needed for the shooter the player cannot re-enter the game.

Out of Bounds

- A player is out-of-bounds when his foot is on or over the boundary line. The ball is out-of-bounds when it touches a player who is out-of-bounds, the boundary line, or the backboard support.

Dribbling

- A dribble starts when a player having gained control of a ball throws, taps, rolls, or bounces it on the floor and touches it again before another player.
- Traveling is a violation where one or both feet move beyond the amount allowed by the basketball play.
- A player shall not run with the ball or deliberately kick the ball.
- A double dribble is a violation where both hands touch the ball on the same bounce.

3 Second Rule

- A player must not remain in the key for more than 3 consecutive seconds while their team is in control of the basketball and the ball is live.

5 Second Rule

- A player who is holding a live ball, with an opponent in an active legal guarding position at a distance of no more than 3 feet, must pass, shoot, or dribble the ball within 5 seconds.

Clearing the ball

- Clearing the ball is the act which grants a new offensive team possession of the ball.
- A player on the defending team must take the ball behind the arc with neither of his feet inside or on the arc.
- If an offensive player rebounds the ball, they may continue to attempt to score without returning the ball behind the arc.

Goaltending

- Occurs when a ball is touched while the ball is on the rim or on downward flight to the basket, or if an official deems that a player has caused the backboard or rim to vibrate so as to affect the ball from entering the basket.
- If the goaltending is committed by an offensive player, then no points can be awarded, and the ball shall be awarded to the opponents for a check-ball.
- If a defensive player is called for goaltending, the offensive team is awarded 2 points if the ball was released for a free-throw or inside the arc, and 3 points if the ball was released from behind the arc.

Fouls

- After 7 team fouls, the opposing team shall be awarded a “one and one” free throw situation.
- After 10 team fouls, the opposing team shall be awarded 2 free throws and possession of the ball.
- If the shot released during the foul is successful, the goal shall count and in addition, 1 free throw shall be awarded.
- 2 free-throws shall be awarded for a foul on a shot inside the arc, and 3 free-throws shall be awarded for a foul occurring on a shot outside the arc.
- Each free throw shall take no more than 10 seconds.
- In the last 2 minutes of each half the clock will stop upon a foul.

Technical Foul

- Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of the rules shall be considered a technical foul.
- Technical fouls may be awarded at the official’s discretion for behavior including:
 - Disregarding warnings given by officials, disrespectfully communicating with the officials, the sports supervisor, the table officials, or the opponents.
 - Using language or gestures likely to offend or incite spectators.
 - Taunting opponents.
 - Excessive swinging of elbows.
 - Delay of game.
 - Non-basketball play that endangers player’s safety.
 - Any use of alcohol or other substances.
 - Contact fouls with excessive, hard, or dangerous contact.
- A technical foul shall count as a team foul, and the opponent shall be awarded 1 free throw. After the free throw, the ball shall be awarded to the team that shot the free throw at the top of the arc for a check ball.
- Two Technical Fouls on one player will result in expulsion from the game and, pending review of the situation, further disciplinary action.

Jewelry

- Jewelry shall not be worn during the game. Exception: flat wedding bands, religious emblems and medical alert medals may be taped. All other jewelry must be removed prior to the game.

TEAM AND PLAYER CODE OF CONDUCT

1. NO PLAYER SHALL: At any time lay a hand upon, shove, strike or threaten an official. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

2. NO PLAYER SHALL: Refuse to abide by an official's decision. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Minimum suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for the remainder of season.

3. NO PLAYER SHALL: Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension from two league games.

4. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension from two league games.

5. NO PLAYER SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

6. NO PLAYER SHALL: Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

7. NO PLAYER SHALL: Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

8. NO PLAYER SHALL: Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report name to the league supervisor for further consideration.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

9. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of games with any spectator, player or opponent. Officials are required to report violation of this rule to the league supervisor.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

10. THE TEAM IS: Responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials, they place the team in jeopardy of forfeiting the game.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Forfeiture of the game.

11. NO PLAYER OR TEAM SHALL: Be guilty of REPEATEDLY violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct is, although not flagrant, undesirable to the standards of the adult sports program.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for remainder of season, plus one full year.

12. NO TEAM SHALL: Be guilty of breaking the rules in the "Team and Player Code of Conduct." In any situation where the rules are broken and individual offenders cannot be determined (i.e., a major fight), then the league supervisor can take disciplinary action against the teams as a whole.

13. The team and team manager are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him by the officials or District representatives, places his team and team representative in jeopardy of losing the game by forfeiture and suspensions.