

3v3 BASKETBALL GENERAL RULES & REGULATIONS

Sports Office
 805-564-5422

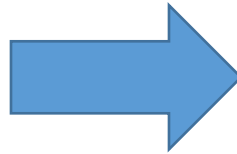
Sports@SantaBarbaraCA.Gov
www.TeamSideLine.Com/SantaBarbara

Submitting Scores: Team captains will submit their game scores to TeamSideLine via email.
Team Captains = team member that paid the team fee

How to submit your score to TeamSideLine: It's super easy!

1. Winning team is responsible for submitting the score. Either team is allowed to score the game.
2. **TeamSideLine will send you an email** after your scheduled game with a link to report your score. It will take less than 2 seconds!
 - a. Team Captains will receive two automatic reminders: 1 and 2 days after the scheduled game.
 - b. Once the scores are submitted TeamSideLine will not send reminder emails.
 - c. Both teams should verify the scores on the standings page on TeamSideLine once they have been entered. Please email the Sports Office if there is a discrepancy.

Score This Game
 Time: 9:30 PM
 Date: Tuesday, July 16, 2024
 Location: Santa Barbara City College - Court 1
 Division: West Division
 Home Team: Slam Dunks
 Away Team: 4 Point Play



Home Coach Score * Coach: pmoore@santabarbaraca.gov

Slam Dunks
 21 Home Team

4 Point Play
 17 Away Team

1. GAME SCHEDULE, PLAYOFFS & OVERTIME:

Team schedule, team records and playoff brackets located online at www.TeamSideLine.Com/SantaBarbara
 12 regular season matches (6 nights) plus single elimination playoff matches. 1 or 2 nights designated for playoffs.

Everyone makes playoffs. Teams are seeded according to their regular season record. If teams finish the regular season in a tie, the official Tie Breaker will be used for final seeding. You may request a complete list of the tie breaker format from the Sports Office. Also listed on www.TeamSideLine.Com/SantaBarbara

GAMES START ON TIME: Game time is forfeit time. No exceptions.

Team captains are responsible for preparing their players to start games on time. This includes warming up and ensuring all players sign the "Hold Harmless Agreement" prior to playing in his or her first game of the season.

Game Location: SBCC Gym

Game Day: Tuesdays

Game Times: Teams play two games a night

Game #1 and #2 at 6:30pm and 7pm. Or,
 Game #1 and #2 at 7:30pm and 8pm

Overtime: Regular Season and Playoffs

- Free throw shoot off to decide first possession in OT period.
 - Teams continue to alternate shots. First team to make a free throw when other team misses decides to start with the ball or defend.
 - All eligible players must attempt a shot BEFORE a player may repeat.
- 3-minute OT period, running clock
- If score remains tied after 1st overtime period: 2nd overtime will be free throw shootout.
 - a) 3 free throws shot
 - b) 3 different players from each team shoot
 - c) Teams alternate shots
 - d) After 3 shots team that makes the most free throws wins

If tied after 1st Shootout: 2nd Shootout takes place from 3-point line:

- e) Teams continue to alternate shots. First team to make a 3-pointer when other team misses wins.
- f) All eligible players must attempt a shot BEFORE a player may repeat. This excluded 1st

2. TEAM AND OFFICIAL FEES:

Team Fees: Team fees are paid on the Parks and Recreation website:

<https://cityofsantabarbara.perfectmind.com>

Official Fees: There will be no referees. Players will call their own fouls.

3. ROSTER REGULATIONS:

TEAM CAPTAINS (ONLY) will be allowed to add to their team's roster up to the start of the final regular season game.

Teams must have a minimum of five (5) players on their roster to secure their spot on the schedule.

Teams must have 3 eligible players on the court to qualify for the game. If a team has 2 or less eligible players ready at game time the opposing team will be awarded a forfeit win.

Add or drop players by email ONLY! Please email Sports@SantaBarbaraCA.Gov to add and drop players. An email will be returned confirming the added or dropped player. The new player is approved to play once the email is sent (must be before game time). The Sports office will confirm by return email.

Team roster must be received by the Sports Office before the team can be placed on the schedule. Team rosters turned in late are subject to expulsion from the league.

Eligible Player

1. Listed on the team's roster.
2. Player must be 18 years of age or over.
3. Player must sign the score sheet/waiver BEFORE playing in first game.
4. To be eligible for playoff matches a player (sub) must be listed on the team roster, signed a score sheet/waiver and played in a minimum of one regular season match for the team.
5. Players may play on ONLY one (1) team regardless of a 2nd team being in a different division.
 - a. A player's name appearing on more than one roster will be committed to the first team for which

he/she plays. He/she will be an illegal player on any other team.

6. Players may not play under assumed names – if it is discovered a player has played under an assumed name the game will be considered a forfeit.
7. Any team who plays an ineligible player shall receive a forfeit loss for the game(s) in which ineligible player(s) participated. Definition - ineligible player is a person that is not on the roster or is playing on more than one (1) team or is under current league suspension.
 - a. The ineligible player(s) shall be suspended until such time that he/she is eligible.
 - b. There will be no reversal of the forfeit at a later date when the player becomes eligible.
8. Players must be suitable to the league to which they are being added. Team captains wishing to appeal the caliber of a player must do so in writing within one week of the game in question. The appeal will be reviewed by the Sports Office. Game(s) in which appeals are upheld may be replayed if the game affects the league championship.
9. Players who at the start of the season are playing Junior College or 4 year level basketball (including "Red Shirt" players) must play in the "A" or "B" League level only!

4. GENERAL RULES:

Slam Dunks and Hanging on the Rim: Slam dunking or hanging on the rim is prohibited prior to the game and after the game. Violation of this rule is a technical foul to individual player. 2nd technical foul received for any reason is a 1 game suspension.

Slam dunking is permitted during the game. Excessively hanging on the rim after a slam dunk during a game is a violation and a technical foul to player.

A player damaging a SBCC rim or backboard that is caused by a slam dunk or excessively hanging on the rim will be removed from the league for the remainder of the season.

Aggressive Play: Aggressive play will not be tolerated. If the gym monitor sees a player being too aggressive, that player will receive a verbal warning. If that same player continues aggressive play, they will receive a technical foul and be removed from the remainder of the game, and suspended the NEXT game.

Technical Fouls and Suspensions: Technical fouls from aggressive play will be administered and tracked by the gym monitor. When a player receives 1 technical foul due to aggressive play, the player is removed from the remainder of the game and suspended the NEXT game. If a player receives their 2nd technical foul due to aggressive play in their next eligible game, that player is suspended for the NEXT TWO games. If a player receives 3 technical fouls in one season that player may be removed from the league and for the remainder of the season. For each instance of an aggressive play call a technical foul free throw will be administered (see below).

Court: Games will be played on half-court. Either center court or outside courts depending on # of teams in league.

Game Ball: If both teams can't agree on a game ball, a ball will be supplied by Parks and Rec.

Points: Either 1 or 2 pointer will be counted to the score.

Made baskets inside the 3-point line = 1 point

Made (undisputed) baskets outside the 3-point line = 2 points

Game Clock: Running clock. 15 minutes, or first team to 21 points, whichever occurs first.

Clearance Line: top of the key, imaginary line across the key from the top of the key. A ball may be cleared by passing to a teammate or dribbling over the clearance line.

After Made Basket: Losers - After the offensive team makes a basket, the defending team will gain possession as a checked ball at the top of the key.

Air Balls, Steals & Blocked Shots: The defensive teams must clear the ball at the top of the key.

Checked ball: must be passed, no shots or dribbling.

Stalling: There is no shot clock. Offensive teams must make an effort to actively score during their position or the defending team may ask for a stalling violation. Only the gym monitor may award a stalling violation. The gym monitor will issue a warning for the first stalling occurrence. When the warning is issued the ball will become dead, and the offensive team will begin play with a checked ball. Each succeeding stalling call will result in the defending team being awarded a technical foul free throw.

Out of Bounds: All out of bounds balls will result in a checked ball at the top of the key. Disputed calls will automatically be awarded to the defending team unless the gym monitor overrules.

Jump Balls: All jump balls will be awarded to the defending team.

Fouls: Players will call their own fouls. Players do not foul out but may be disqualified for aggressive or excessive fouls by the gym monitor. Team fouls are not tracked.

Free Throws: There will be no free throws. Only exception when the gym monitor calls a technical foul for stalling or aggressive play.

Foul on Shots:

- Goal is missed: offense retains possession. Ball is checked at the top of the key.
- Goal is made: basket counts and offensive team maintains possession as a checked ball at the top of the key.

Technical Fouls: One free throw attempt is awarded to the opposing team. If the free throw attempt is made it is worth 1 point. Possession of the ball remains with the team awarded the free throw, regardless if the free throw attempt was made.

Team Shirts: Teams are expected to show up for games with an optional white or dark colored team shirt. Reversible jerseys are recommended – not required. Jersey numbers are not required.

Substitutes: All subs must enter and exit on the baseline, under the basket. Subs may enter the game when the ball is dead and their team has possession; made basket, out of bounds, jump ball, etc. Player(s) moving off the court must be completely off the court before play can resume.

GYM MONITOR RULING WILL BE FINAL! No protest will be allowed. Only CAPTAINS shall take part in any discussions. Gym monitor is responsible for the conduct of all games. Any player who uses profane language, is under the influence of intoxicating beverages, or intimidates the gym monitor or player will be subject to immediate expulsion. Any player thrown out of game may also, at the Sports Supervisor's discretion, be suspended for the next game.

No smoking, drinking or food is allowed in the gym. Water is the only beverage allowed in gyms.

Any player damaging or abusing facilities will automatically be suspended from the league. Damage to facilities could result in the loss of that facility and cancellation of the league.

PENALTIES:

- A player thrown out of a game for the use of profanity and or verbal abuse to any official or another player, or any reason not specifically indicated below may be suspended for a minimum of 1 game and possibly additional games.
- Any player, coach or manager thrown out of a game for physical contact including flagrant fouls, hitting another player (fighting) or threatening the gym monitor before, during or after a game will receive an automatic suspension, with the possibility of being suspended for multiple games, or the remainder of the season. The player will also be placed on probation for one calendar year.
- If any player, coach or manager aggressively touches the gym monitor, the player shall automatically be suspended for one calendar year and will have to request reinstatement into the league if they wish to participate in the future.

5. TEAM CAPTAIN RESPONSIBILTIES:

1. The team captain is responsible for understanding and agreeing to all league rules and informing teammates of such rules.
2. The team captain is responsible for managing their team roster and making sure all of their players are eligible.
3. The team captain is responsible for attending or sending a representative to a scheduled team captain meeting.
4. The team captain is responsible for controlling the temperament of their team and making sure their team always displays excellent sportsmanship.
5. The team captain is responsible for bringing to the attention of the Sports Office in writing any complaints, problems, or recommendations of a general or specific nature, which involves their teams or league.