



## YOUTH 3 ON 3 BASKETBALL 2<sup>ND</sup> – 6<sup>TH</sup> GRADE RULES & REGULATIONS 2023

All rules & interpretations will be covered under Kansas State High School Athletic Association (KSHSAA) with the following emphasis and exceptions listed below. The Program Supervisor reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation 3 on 3 Basketball League.

### 1. Player Eligibility:

- a) **Minimum Players:** Teams must carry a minimum of 3 players on their roster.
- b) **Maximum Players:** Teams may carry a maximum of 6 players on their roster. More than 6 players must be approved by Athletic Supervisor.
- b) **Adding Players:** Names may be removed and players added before the halfway point of the season. After that time, no changes may be made to the roster unless granted by the Program Supervisor. Players are not eligible to participate unless added to the official roster through the front desk at the Salina Fieldhouse prior to the first game played.

2. **Protests:** Protests are not allowed in the Salina Parks & Recreation Youth Basketball 3on3 League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled by the gym supervisor. The gym supervisor's decision is final.

3. **Leagues:** 2<sup>nd</sup> grade boys and girls league, combined 3<sup>rd</sup>/4<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup> grade boys and girls leagues will be offered if numbers allow. Leagues may be mixed (i.e. coed, grade) depending on participant numbers.

4. **Schedules:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Program Supervisor due to facility availability or inclement weather.

### 5. Equipment:

- a) **Jewelry:** No jewelry, rings, watches, earrings, necklaces, wrist or ankle bracelets, etc. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
- b) Salina Parks & Recreation will provide Youth Basketball League Shirts. Shirts may not be altered in anyway and must be tucked in at all times.
- c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.
- d) **Basketball:** The 2<sup>nd</sup> grade divisions will use the junior 27.5 basketball. Grades 3<sup>rd</sup> – 6<sup>th</sup> grade will use the intermediate 28.5 basketball.
- e) **Goals:** 2<sup>nd</sup> grade leagues will play on 9' goals, 3<sup>rd</sup> - 6<sup>th</sup> grade leagues will play on 10' goals.

6. **Game Time:** Teams will use their own warm-up balls. Each team needs two (2) players to start the game. A team will be given (5) minutes after game time to meet the requirements to start a game. Teams failing to have two (2) players after 5 minutes of the scheduled starting time will forfeit providing the opposing team is on the court, ready to play.

7. If both teams fail to report by the scheduled starting time, the gym supervisor is empowered to adjust the playing time of the game in order that it be completed within the scheduled playing time.

8. **Regulation Game:** Kansas State High School Rules apply with the following exceptions:
- a) **Home team:** Team listed 1<sup>st</sup> on game schedule shall be the home team who occupies the bench on the side of the scores table. **Home team (1<sup>st</sup> team listed on game schedule) provides scorekeeper.** Home team shall have 1<sup>st</sup> possession of the ball.
  - b) **Court:** The game is played at one goal. Half court boundaries are out of bounds.
  - c) **Play Begins:** At the beginning of the game and after every made basket the offense will put the ball in play by a pass only. Point guard is allowed to dribble, but cannot shoot the team's first shot on their possession.
  - d) **Game Length:** One Twenty-five (25) minute period
  - e) **Continuous Clock:** The clock will run continuously with the following exceptions: injuries, time outs, and free throws.
  - f) **Time-outs:** Two (2) 30-second time-outs per team in regulation game time, one (1) 30-second in sudden victory.
  - g) **Sudden Victory:** If the score is tied at the end of regulation time, the game will go into overtime. The clock will not run during this period. The visiting team on the schedule will have possession first. Each team in turn will receive one possession. A team's possession ends when it scores or the team on defense gains possession.
  - h) **Fouls:** All fouls are team fouls. In case of sudden victory, all team fouls carry over.
  - i) **Violations:** Obvious violations (traveling, double dribble, 5 seconds in the lane) will be called by game official.
  - j) **Free Throws:** On the 5<sup>th</sup> team foul, the player fouled will shoot one free throw. Free throws count as one (1) point. During a free throw attempt, all non-shooting players remain behind the three (3) point arc. After the free throw attempt, the opposing team gains possession at the top of the key.
  - k) **Scoring:** All made baskets inside the (3) point arc will count as 1 point. All made baskets behind the (3) point arc will count as 2 points.
  - l) **Missed Shots:** If the shot hits the backboard, rim, or net, and the defensive team gains possession, the defense must clear the ball past the 3 point arc with BOTH feet and the ball in order to advance on offense. **If the ball completely misses the backboard, rim or net, either team can score WITHOUT clearing the ball past the 3 point arc.**
  - m) **Inbounding the Ball:** A dead ball going out of bounds will be put in play by "checking" the ball at the top of the key.
  - n) **Stalling:** No obvious stalling will be allowed and results in a turnover. The offensive team must look to score.

## GENERAL BY LAWS

9. **Recreational League:** This program is strictly a RECREATION LEAGUE for the fun and enjoyment of those taking part. HAVE FUN!!

10. **Coaches:** Each team is allowed a maximum of (2) coaches on the bench, unless otherwise approved. The coaches main responsibilities are to instruct and control player conduct. No coaching while the ball is live. Coaching/instructing allowed during a dead ball only.

11. **League Standings & Awards:** League standings will not be recorded with any awards given.

12. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on RecZone (receive text/e-mail by subscribing to RecZone at: [www.salina-ks.gov](http://www.salina-ks.gov)). Coaches, players, spectators and staff shall follow weather policies and procedures established by the Salina Parks & Recreation.

## FACILITY

13. **Location:** All league games will be played at Salina Fieldhouse unless otherwise notified. Doors will open no sooner than 20 minutes prior to the first game start time.

14. **Personal Belongings:** The Parks & Recreation Department will not be responsible for valuables, personal effects, or injuries to participants.

15. **Supervision:** NO KIDS WILL BE LEFT UNSUPERVISED IN GYM OR LOBBIES!

16. **No Food or Drink:** ABSOLUTELY NO FOOD OR DRINK WITHOUT A SEALED LID IN THE COURT AREAS!