



# Avalon Recreation Center

*A Comprehensive Sports and Activity Center*

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Avalon Inn & Resort | 9519 East Market Street, Warren, OH 44484 | 330-856-1900

## **Avalon Recreation Center 3-on-3 Adult Basketball League Rules**

**Players:** Teams must have a minimum of four players on their rosters and a maximum of five players. Each team may have a maximum of two non-members on its roster. Non-members may play in ONE session only before having to become an Avalon member. Games may be started and completed with only two players but having only one player available for a game will result in a forfeit. No roster changes are allowed after the first game. Minimum age of 19 as of May 1, 2018. **Teams will designate a team captain who is responsible for submitting team names and contact information along with the \$40 per player (\$60 for non-members) entry fee BEFORE the first game.**

**Prior to the Game:** A coin toss determines the right of first possession; the team who wins the coin toss may pass the first possession to the opposing team. If the game goes into overtime, the team that did **not** receive the first possession to start the regulation game receives the ball to start overtime.

**Starting Play:** Play is started by throwing the ball in from the top of the 3-point line.

**Length of Games:** Games shall consist of two 10-minute halves (running clock), with a 2-minute halftime intermission. The team receiving possession to start the second half shall be the team that did not have the first possession to start the game. If the game ends in a tie, the teams will play a sudden-death overtime with the team scoring first declared the winner (first overtime possession is determined by a coin flip). A game won by forfeit will result in a 15-0 victory for the winning team.

**Checked Ball:** The ball must be “checked” by an opposing player at the top of the 3-point line (take-back line) on each dead ball change of possession, before it is put into play. The ball, (after being checked), must be passed to a teammate to begin play.

**Change of Possession:** The ball will change possession after all made baskets.

**Jump Balls:** All jump balls go to the team on defense.

**Stalling:** Stalling is not allowed – shots should be attempted within 20 seconds. At the referee’s discretion, a warning will be issued for the first occurrence. Second occurrence is a change of possession; third occurrence a technical foul.

**Timeouts:** There are no called timeouts during the game other than the 2-minute halftime intermission.

**Substitutions:** Subs may enter the game only after a made basket during the “check.”

**Taking the Ball Back:** The ball will be “taken back” on every change of possession. “Take back” means BOTH feet must be behind the 3-point line.

**Three Seconds in the Lane:** Offensive players may NOT remain in the lane for more than three seconds or the ball will be turned over to the opposing team.

**Scoring:** Baskets made are scored as one point except behind the 3-point line. Baskets scored beyond the 3-point line are scored as two points. Both shooter’s feet must be BEHIND the 3-point line (cannot be touching the line when the shot is taken) for the basket to count for two points if made.

**Fouls:** The timekeeper/referee keeps the record of team fouls. All fouls are common fouls. For the first 6 fouls, the ball is taken back by the fouled team at mid court to resume play. Beginning with the 7<sup>th</sup> team foul, the player fouled will be awarded one free throw. On the 10<sup>th</sup> team foul, 2 free throws are awarded, followed by possession to the non-shooting team.

**Any time a basket is MADE and a foul is called, the following occurs;**

- The basket counts.
- The referee/scorekeeper records the foul.
- Defending team receives the ball.

**Only if the basket is MISSED will the player be awarded a free throw(s) as outlined below.**

**Free Throws:** When fouled in the act of shooting, free throws are awarded to the shooter **only when the basket was not made**. Free throws count as one point and one shot is given on a foul in front of the 3-point line. If a player is fouled in the act of shooting from beyond the 3-point line and the shot is not successful, the shooting player shall be awarded two free throws. All free throws are dead balls.

**DURING FREE THROW ATTEMPTS ALL PLAYERS REMAIN BEHIND THE 3-POINT LINE.** Regardless of whether the free throw(s) are made, the opposing team then receives the ball which must be “checked” from behind the 3-point line.

**Technical Fouls:** Technical fouls are called at the discretion of the referee and result in ONE free throw and possession to the free throw shooting team. Two technical fouls on a player in the same game results in ejection from the game. Any player who is ejected from two games within the same league season is disqualified from participating in any remaining season games.