

# **Mike's Barrio Ball**

## **3 on 3**

### **Rules and Regulations**

- 1.- Each team has a minimum of three (3) or a maximum four (4) player on their roster and registered as a team by the determined entry deadline. Additions and/or changes are discouraged and will be Permitted only when an addition or change to a team or rebracketing. All additions or changes to a team must be approved by the league coordinator ad occur prior to play of the team's first game.
- 2.- Each team is allowed one (1) one-minute and one (1) 20 second time out per game. The game clock stops for each time out. Unlimited substitution is permitted but only when the ball is not in play.
- 3.- Before games, both teams will begiven the same amount of time to warm up. The games will begin promptly as scheduled with a five (5) minute forfeit time strictly restricted. At least 3 players from a team must be present to play. Only these scheduled to play will be allowed to occupy a court at any time.
- 4.- Teams are split into divisions. After Initial decisions are made as to the class or nature of team. Breakdowns are checked and divisions finalized by grouping teams according to application information.
- 5.- Once play resumes after a disagreement; the problem is considered a dead issue. The court referee must be made aware of any disagreement between teams and final decisions or resolution prior to resuming play. The team captain is expected and required to present his or her team as spokesperson in all cases of communication with league officials, particularly in matters of appeals.
- 6.- Flagrant Fouls. Only the court referee may call a flagrant foul. Any time a flagrant foul is committed on the court, the referee will award a one (1) shot technical foul and the team will maintain possession of the ball. If, in the opinion of the referee, it warrants ejection, the referee may do so based on the severity of the act. Continued flagrant fouls will be grounds for immediate forfeit of the game.
- 7.- Lewd or foul language or behavior by a beam classified as misconduct and will not be tolerated. Warnings will be issued prior to the game on this subject. All infractions of this behavior will result in a one (1) shot technical foul and loss of possession. All technical fouls made count as one (1) point.
- 8.- Any questions, complaints, appeals or comments before of during a game will be directed to the referee in charge of the court.
- 9.- All games, including championships, will be played to 15 points or 20 minutes, which ever comes first. in the event of a tie at the end of 20 minutes, the game will go into sudden death, A coin toss will determine possession. The first point wins the game.
- 10.- Baskets made when the shooter has both feet behind the three-point line will be counted as two (2) points. Court referee will call "Two Points", if there is any doubt in the court referee mind, the basket will be called as one point. The court referee call is final.
- 11.- The ball change possession after scored baskets. No "make-it, take it". Jump balls go to the defense.

12.- Court monitors will be on the site to score game. Court referees have the final say in all disputes will be settle based on their ability or on a flip of a coin.

13.- Dunking is allowed during warm-ups and games.

14.- The boundaries and two-points line will vary slightly from court to court if you are not certain where the precise boundaries are in your court, ask the referee prior to the beginning of the game.

15.- Ball will be taken back beyond the two points on each change of possession (including steals or “air Balls”) Failure to take it back will result in the loss of possession and point just scored if a team violates the rule, the referee will stop the game. The ball must be out of bounds at the back of the court after a basket has been scored.

16.- The ball must be checked by an opposing player before it is in play. Ball must be play passed in the begin play.

17.- A coin flip before the start of the game will determine possession of the hall to begin play.

18.- Fouls will be called only by the referee on the court. Flagrant fouls will be called by the referee

19.- All fouls will be played out of bounds at the back of the court (at mid court) EXPECTATIONS: The court monitor will keep track of the number of fouls each team has committed. After seven fouls (on the eighth foul. The opposing team will shoot one (1) free throw and possession of the hall changes (whether the free throw is made or not). Disputed fouls will be appealed to the referee who will settle all disputes. The referee's decision is final

20.- If a player found in the act of shooting, and makes the basket, the basket counts and the ball changes

21.- League officials reserve the right to disqualify any team for infractions of the following policies

A Use of legal players-the 3 (minimum) or 4 (maximum) players listed on the roster at the time that division is bracketed are the only players eligible to compete on that team. No substitutions will be allowed. In case of disputes, players will be asked to show picture (ID's) if the players refuse or do not have IDs with team. Their own team will be subject to disqualification. B. False Information-information provided to use on your entry form is the basis of our division breakdown. Any false information is ultimately the responsibility of the team captain C Flagrant Fouls-Unnecessary roughness, lewd or foul language or behavior and/or any continuous misconduct will not be tolerated and may result in forfeiture of a game or dismissal from the tournament

22.- Under no circumstances will any player be allowed to play or continue to play with an open cut that is bleeding A substitution may be made while that player seeks first aid to cover wound. If there is not a substitute available, an official time out of no more than five (5) minutes will be taken to allow for