

# 2017 Police and Fire Games

## 3 On 3 Basketball Rules

### 1. Rosters and ID's

a) Thirty minutes prior to your team's first game. All players MUST come to registration table located outside of concession stand.

(1) Each player must have a government issued picture ID.

(2) You must be a current or retired full time law enforcement or fire fighter. **NO VOLUNTEERS**

(3) All players must have registration/waiver form filled out before they step on field and checked off on check-in roster.

(a) **Any team caught using an illegal player will be disqualified from the tournament.**

(b) There will be no excuses accepted or exceptions made. A registration or check-in mistake of a player's eligibility will not be an excuse. It is the responsibility of each player and team to know the rules and adhere to them.

(c) If any player is caught falsifying their identity the player, team and department will be disqualified from any future Police and Fire Games hosted in the City of Dalton. The City of Dalton will also report the incident to the governing bodies of each department.

### b) Roster Size

(1) Each team must have a minimum of 3 players and may consist of a maximum of 5 players.

(2) A team shall have no more than 3 players on the court at any time.

(3) All games must start with at least 3 players on each team.

(4) Any number of players (1, 2, or 3) may finish a game.

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### 2. UNIFORMS

a) All uniforms must be same color with numbers on back.

### 3. Equipment

a) *Basketball Size- The full size ball will be used. (29.5)*

b) *The ball will be provided by the Police and Fire Games, there will be no exceptions to this.*

### 4. Rules of the Game

#### a) *Fouls*

(1) Basketball officials, acting as court monitors, will call fouls for all games.

(2) If the fouled player is in the "act of shooting" a two point shot, which is missed, that player will be awarded two free throw shots. On a successful field goal, the basket counts and no free throw shot is awarded.

(3) All other fouls shall result in at least one free throw shot

(4) Intentional, Flagrant or Technical fouls, will result in an automatic one point award

(5) A basket shall not count when an offensive foul occurs.

(6) During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw.

(7) A change of possession will result regardless of whether the free throw shot is made or missed.

(a) After the last free throw shot, the ball will be placed into play from the back court line.

#### b) *Intentional Fouls*

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(1) An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the basketball official's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the basketball official's observation of the act, if while attempting to play the ball, a player causes excessive contact.

(a) An intentional foul results in one point for the offended team and possession of the ball.

#### c) *Technical Fouls*

(1) A technical foul will be called for unsportsmanlike acts such as taunting, baiting or trash talk or arguing with other players and or officials.

(a) A technical foul results in one point for the offended team and possession of the ball. If a player commits 2 technical fouls in a game, the player will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

(2) Flagrant Fouls

(3) A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct.

(a) It may or may not be intentional.

(b) It may involve violent or aggressive contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent.

(c) It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive or abusive.

(d) A flagrant foul results in one point for the offended team and possession of the ball.

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- (e) The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.
- d) *Stalling is prohibited at all times.*
  - (1) Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win.
    - (a) Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.
- e) *A coin toss prior to each game and to start overtime determines which team first gets the ball.*
- f) *Scoring*
  - (1) Baskets made from inside the two point arc count for one point.
  - (2) Baskets made from outside the two point arc count for two points.
  - (3) The first team to 20 points.
  - (4) There is NO win by 2 rule.
  - (5) The ball must change possession after scored baskets and after all free throw attempts with the exception of a Technical, Intentional or Flagrant foul. There is no "make it, take it" rule.
  - (6) Checked Ball
    - (a) The ball must be "checked" by an opposing player before it is put into play.
    - (b) The check-in must occur behind the dashed take back line and not the out of bounds or end line.
    - (c) The ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two point arc.

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- (7) Taking It Back
  - (a) The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted.
  - (b) Failure to "take it back" results in loss of possession and any points just scored.
  - (c) When taking the ball back, the player must bring his/her whole body and the ball behind the dashed "take back" line, and not the sidelines or two point arc.
- (8) Ball Out-of-Bounds
  - (a) A ball out-of-bounds will be taken out from the back court line.
- (9) Substitutions
  - (a) Substitutions may only be made during a timeout or a "dead ball" situation.
- (10) Timeout
  - (a) Each team is allowed a single one minute timeout per game. The clock will stop during a timeout.
- g) *PLAYER CONDUCT*
  - (1) Each player and team is expected to follow the standards of the rule book.
  - (2) Each team manager will be held responsible for his/her teams' actions.
    - (a) If a player is ejected for misconduct the manager will also be ejected.
      - (i) *The player will be disqualified for the remainder of that game and the following game.*
    - (a) If a player is ejected during 2 games the player will be disqualified for the remainder of the tournament.

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*(ii) The coach will only be ejected for the remainder of the current game.*

(b) If a team has a total of 3 player ejections during the tournament the team will be disqualified for the remainder of the tournament.

(c) Any team involved in a physical altercation with staff or another team will be disqualified from any future Police and Fire Games hosted in the City of Dalton. The City of Dalton will also report the incident to the governing bodies of each department.

#### 5. STAFF

a) All umpires will be GHSA Certified.

b) Official scorekeepers will be used.

(1) Scorekeeper's book is final score.

*c) Event organizers and designated tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules & Regulations and shall have the sole authority to interpret the intent and purpose of these Rules & Regulations. Event organizers and designated tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies*