

Sevierville

PARKS AND RECREATION

So much more than a walk in the park.

3 on 3 Basketball Rules

League Basketball Rules

A player must have signed a Basketball Waiver to play in the league or fill-in.

All games will start on time. Any team without enough players to start a game will be given 10 minutes after the scheduled start time to have enough players. After 10 minutes, a forfeit will result if there aren't enough players.

Teams can start games with 2 players and a fill-in if approved by the opposition

Clock will run continuously.

The baseline, sidelines and half-court are out-of-bounds.

Game Rules

Each Half is 15 minutes in length with running time. Overtime is 2 minutes in length with running time

Time stops for each whistle with under 1:00 left in overtime.

Each team gets 2 timeouts per half; no carry over.

Each team gets 1 timeout in overtime

Ball must be passed in from top of the key for possession to start

After a missed shot, the defense must dribble/ pass to teammate to the 3pt line to start their possession

Home team receives the ball to start the game

-Teams will alternate possession on all jump ball situations thereafter, beginning with the visiting team.

No hanging on the rims.

There are no 3 second lane violations or 5 second violations.

Fouls will be called and free throws awarded if there is a shooting foul.

Home team will wear white and visiting team will wear black. Violating teams will be given a technical to start the game.

Players

Only players that are on a team's roster are eligible to play in games

Any team that wishes to add a player to their roster must do so before the 4th game of the season

Roster additions cannot be made to any team after the 4th game of the season has been played

Players are only eligible for the playoffs if they have played in a minimum of 4 games on a team. All roster additions are subject to League Office approval

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Forfeit Rules

Any team that shows up with 1 or fewer players from the team roster forfeits the current game

If a team shows up with only 2 players, a replacement player of similar skill level to the league can be added to the team (pending the opposition's approval) and no forfeit will result.

Tie Breakers

In the event that teams finish with the same record in a league, this is how the order of playoff seeding will be determined

1. Head to Head (H2H) record
2. Point differential (+/-) in H2H games (MAX OF 20)
3. Point differential (+/-) for the season
4. Fewest # of forfeits during the season. If a team has 3 forfeits in a season, they are ineligible for the playoffs.
5. Coin Flip

Unsportsmanlike Conduct

Profanity, vulgarity, taunting, confrontations, and verbal abuse towards referees and opposing players are strictly prohibited. Players may be penalized by the referees with a warning. If the problem continues, a technical foul and/ or ejection may result.

Fouls

Fouls will be called and free throws will be awarded if there is a shooting foul. Teams will shoot 1 and 1 free throws on the 7th foul committed by a team. Double bonus (2 free throws) are awarded after 10 team fouls.

An official will be present during the season and tournament to assist with foul calls

---The official may give a player a technical (free-throws and ball) if foul is excessive.

---The use of profanity towards officials will not be tolerated and can result in technical fouls, suspensions or expulsion from the Leagues

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A player is ejected after receiving a second technical in the same game. An ejection leads to a one game suspension.

2 ejections lead to a suspension for the rest of the league. 2 league suspensions lead to a ban from the gym