



Adult 3v3 Basketball

General Information

All participants are responsible for the information contained in this manual.

Rules and regulations not contained in this manual or in any handout materials will be governed by the International Basketball Federation (FIBA) Rule Book. When possible officials will be FIBA certified.

Elastic Clause: The Town of Wellington League Manager shall have complete charge of the Adult 3v3 Basketball League. Any and all situations not specifically covered by these rules shall be acted upon by the League Manager, and all actions by the League Manager will be FINAL.

If there are any further questions or ideas regarding the Adult 3v3 Basketball League, please contact one of the League Manager.

Results and Standings

1. Results for games will be posted on the first business day following your game.
2. Standings, schedules, blank rosters, manuals, and Sports Code of Conduct can be found on our website at www.wellingtoncolorado.gov.

Amendments

1. This manual or any section thereof, may be amended by the Town of Wellington Parks and Recreation through evaluation by, and with the feedback from, team managers, referees, etcetera, as deemed necessary.
2. If you have questions, ideas, or need information on the Adult 3v3 Basketball League, please call our office at (970) 568-7410 Monday through Thursday 7:30 AM – 5:00 PM and Fridays 8:00 AM – 12:00 PM.



Registration, Rosters Transfers, and New Players

1. The keeping of the players' roster of each team, and the addition of new players shall be the responsibility, and subject to the approval, of the League Coordinator.
2. Team rosters are limited to ten (10) players.
3. All players must be at least sixteen (16) years of age. No players may play before they are sixteen (16) years of age, no exceptions.
4. Players may be added anytime during the season.
5. Player additions must be made at the game by contacting the site supervisor before the match.
6. Each player added must fill out and sign the roster before they will be allowed to participate.
7. Any player under the age of eighteen (18) must have a parent or guardian sign a release waiver prior to participation (the waiver must be signed in presence of recreation staff).
8. Final decision regarding player eligibility will be made by the league manager.
9. Players may only play on one team per league.
10. If teams are looking for players, the Parks and Recreation Office has a list of available people looking for teams to play on.
11. Players must have a photo ID available for identification at all matches.
 - a. Any team found guilty of playing a person under an assumed name will be charged with a forfeit and a fine.
 - i. The fine in both instances is \$25.
 - b. That player and coach will also be ineligible to participate in the league for the remainder of the season.
12. **Protests:**
 - a. If a team wishes to protest a decision, it can only be a rule interpretation call or player eligibility.
 - b. The protest must be made prior to the next live ball.
 - c. The floor captain must notify the officials of the intent to protest.
 - d. A \$50 cash fee will be charged at the time of the protest.
 - e. If the protest is upheld, the fee will be refunded.
 - f. In the case of a protest for player eligibility, there will be a \$50 cash charge per player.



13. Facility Policies:

- a. All facilities may have different policies. It is the responsibility of all participants (players, spectators, coaches, etc.) to understand and follow **all facility** and Town of Wellington Parks and Recreation policies.
- b. No littering on facility or grounds.
- c. Alcohol and Tobacco use is not allowed at any Town supported event or location.
- d. Any player, coach, or team representative appearing to be under the influence will be asked to leave the facility immediately and will be reported to the Town of Wellington Parks and Recreation Office.

14. Athletic Braces:

- a. All braces must have all metal covered and padded.
- b. If braces are not covered properly, the player will not be allowed to participate.
- c. All braces are subject to the approval of the officials.

15. Alcohol:

- a. Alcohol is not allowed in any Town facility, at any Town parks, or at any Town of Wellington Parks and Recreation event.
- b. Violators of this Town Ordinance will be suspended from league play and may face fines and or legal penalties.

16. Game Time:

- a. If your game is in a rented facility, The Town's permits for rented facilities are for specific times. You will not be allowed inside facilities until the time scheduled for the first game and must leave after your scheduled time is over. Do not arrive early or stay late.



The Game

1. Coin Toss

- a. The winner of the coin toss will receive the ball first.
 - i. The possession arrow will then determine all other jump balls per game.
- b. The game clock will start once the coin toss has been decided.
- c. The winner of the first (1st) coin toss will start with the ball and possession will alternate each following quarter.

2. Duration of Game

- a. Teams will play one game consisting of:
 - i. Four (4) quarters.
 - ii. Each quarter will be ten (10) minutes long.
- b. Each game will have a total of forty (40) minutes of play.
 - i. Each quarter will be an ten (10) minute running clock.
 - ii. The clock will only stop for injuries.
 - iii. A one (1) minute break will occur between quarters one (1) and two (2) and between quarters three (3) and four (4).
 - iv. A two (2) minute break will occur between quarters two (2) and three (3) to serve as halftime.
 - v. The time will reset to ten (10) minutes at the beginning of each quarter.
- c. If time runs out and there is a tie, there will be a coin toss to determine who starts with the ball, and we will play a two (2) minute overtime.
 - i. If the score is still tied after overtime, there will be another coin toss and the next point wins.
- d. Time-Outs: No timeouts will be permitted during the game

3. Forfeits:

- a. A \$25 forfeit fee will be assessed to the forfeiting team and must be paid before they can continue league play.
- b. If a team drops below the legal number of players due to an on court injury, they may continue play without penalty.
- c. Officials, or staff, cannot work or play in forfeited games. When a forfeit is declared, teams can practice until five (5) minutes before the next match is scheduled to begin.
- d. A team that forfeits three (3) games in a season (not due to an injury) will be dropped from the league without compensation.



4. Rosters and Substitutions

- a. Player substitutions may take place on all dead ball situations.
- b. Maximum number of players on a roster is ten (10).
- c. Minimum number of players on a roster is three (3).
- d. Minimum number of players needed to play is two (2).
- e. If a team only has two (2) players present at the start of the game, they will have the choice to forfeit and pay the forfeit fee or play with two (2) players.
- f. A forfeit fee will not be charged to the team if a Town of Wellington Parks and Recreation staff member is notified 24 hours in advance from the start of the game.
 - i. Emergency situations will be handled on a case-by-case basis.

5. Jewelry

- a. No jewelry allowed. Exceptions will be made for medical ID bracelets and religious medals which must be taped and approved by the referee or official.
- b. Taping over any other jewelry is not permitted.

6. Hats

- a. No headwear with a bill or hard surface allowed.

7. Scoring

- a. All baskets made in front of the three-point (3-point) line will count as one (1) point. Everything made from the three-point (3-point) line and beyond is two (2) points.
- b. Points are tallied and will be accumulated over the course of the four (4) quarters
 - i. The winner will be determined by the total number of points when the game has concluded
- c. Dunking – is allowed but cannot hang, swing or pull down on the rim.

8. Court

- a. The game will be played on half a court.
- b. Half court will be treated as out-of-bounds.

9. Live ball/Dead ball possessions

- a. Every quarter will start with a checked ball.
 - i. Possessions will alternate who starts with the ball at each new quarter.
 - 1. One team will start with the ball in the first and third quarters and the other team will start with the ball in the second and fourth quarters.
- b. Following all baskets made the ball must be checked in above the three-point (3-point) line.



- c. All out-of-bound's balls will be checked in above the three-point (3-point) line.
 - i. Including a change of possession.
- d. Tied or Jump balls shall be brought in alternatively by one (1) team than the other. This is determined by the possession.
- e. All fouls and violations will be played back at the three-point (3-point) line.
- f. Following a missed basket or a turnover, that results in a change of possession, the ball must be taken back beyond the three-point (3-point) line "take back line".
 - i. The player with possession of the ball must completely cross the three-point line (3-point) for a valid change of possession
 - 1. This includes both feet and the ball

10. Advancing/Dribbling the ball

- a. Carrying the basketball, double dribbling and traveling all result in the offensive team losing possession of the ball to the defensive team.
- b. Carrying – A player carries the basketball when the players place their hand underneath the ball to gain more control while dribbling.
- c. Double dribbling – violations are called any time a player touches the ball with two (2) hands while dribbling or when the player dribbles, picks up the ball and dribbles again.
- d. Traveling – violations occur when a player with possession of the ball takes a step without first dribbling, takes more than two and one half (2 ½) steps after ending a dribble on a drive to the basket, or jumps and returns to the floor without dribbling, passing, or shooting the ball.

11. Fouls

- a. Any kind of illegal physical contact between players is considered a personal foul.
 - i. A foul can be called hitting, pushing, slapping, tripping, or holding an opponent.
- b. Non-shooting Fouls/Fouls on the floor:
 - i. If a foul is committed on a player not in the act of shooting/on the floor:
 - 1. The game shall be resumed with a check-ball by the non-offending team above the three-point (3-point) line:
 - a. Unless the offending team has seven (7) or more fouls, then one (1) free throw will be awarded as of the seventh (7th) team foul and the offending team will start with a checked ball after the free throw, or



- b. Unless the offending team has ten (10) or more team fouls, then one (1) free throw *and* possession will be awarded to the team that was fouled.
- c. Shooting Fouls:
 - i. If you are fouled as you take a shot and the shot is good, the shot will count, and you will receive one (1) free throw.
 - 1. All free throws are uncontested
 - ii. If you are fouled as you take a shot and the shot is no good, the fouled player will shoot:
 - 1. One (1) free throw if the original shot was taken from within the three-point (3-point) line, or
 - 2. Two (2) free throws if the original shot was taken from beyond the three-point (3-point) line.
 - 3. Unless the offending team has ten (10) or more team fouls, then one (1) or two (2) free throws *and* possession of the ball will be awarded.
- d. After the free throw, a new check-in from beyond the three-point (3-point) line is required.
- e. If a team receives seven (7) or more fouls during a game (all four (4) quarters), the opposing team will be awarded one (1) foul shot from the free throw line.
 - i. This applies to made shots, missed shots, or fouls on the floor.
- f. Team foul ten (10) and any subsequent foul will result in the opposing team taking one (1) free throw and regaining possession of the ball.
 - i. This applies to made shots, missed shots, or fouls on the floor.
- g. No flagrant or abusive conduct will be tolerated.
 - i. Any striking or kicking will result in ejection from the game and the league.
 - ii. Flagrant and intentional fouls can be called on players for violent or premeditated illegal contact against the opponent.
 - iii. The recreation site supervisor and officials will determine the severity of the action, and the history of players that have committed flagrant fouls.
- h. Technical fouls can be assessed for anything that will fall under unsportsmanlike conduct.
 - i. Technical fouls will not be tolerated.
 - 1. Technical fouls will be awarded one (1) free throw and regain possession of the ball
 - ii. One (1) tech during the season will result in ejection from the game and the facility.



- iii. Two (2) techs during the season will result in ejection from the 3v3 Basketball League.

12. Equipment

- a. Game balls (regulation size) will be provided by the Town of Wellington Parks and Recreation.
- b. Teams may provide their own jerseys, but they must be appropriate.
- c. Non-marking tennis or basketball shoes must be worn on the gym floor.

13. Matches will not be rescheduled due to a team's inability to field enough legal players at the game's scheduled time.

14. Any matches cancelled by Wellington Parks and Recreation Staff may be rescheduled on a different night and location than the regularly scheduled matches/games (subject to availability).

Communicable Disease Rule (Blood Rule)

Teams are responsible for supplying their own clothing and first aid supplies.

- 1. Whenever a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped immediately.
- 2. The player will be removed from the game until the bleeding has stopped and the wound is adequately covered.
- 3. If a legal substitute is available, he/she will replace the injured player and play will continue.
- 4. If no substitute is available, the game clock will be stopped for up to five (5) minutes to enable the injured player to dress his/her wound.
- 5. The player may re-enter the game only with the official's approval. This means bleeding must be stopped and/or wound covered.
- 6. Any article of clothing that is saturated with blood must be removed and replaced.

Sports Code of Conduct

The Sports Code of Conduct applies to all sports organized by the Town of Wellington Parks and Recreation Department, whether taking place on Town-owned property, or on any other property that the Town has arranged to use.

Definitions:

Town: The Town of Wellington

Coach: The person designated as a team's spokesman. This person may be either a player or non-player.

Field of Play: The part of a court, field, ring or other sports venue that is considered within the boundaries of regulation play of a particular sport.

Site Supervisor: A Town employee in charge of the operation and staff of a scheduled sports game, match, or event, as well as this Code of Conduct.



Coordinator: The Town's Recreation Coordinator or other person as appointed by the Town of Wellington Parks and Recreation Department.

League Manager: The Town's Recreation Manager or other person as appointed by the Town of Wellington Parks and Recreation Department.

Official: A person who the Town has arranged to be present at a sports venue for the purpose of administering the rules of the game, match, or event, as well as this Code of Conduct.

Parent: The legal guardian or other family member responsible for a child who is under the age of eighteen (18) and is participating in a sport sponsored by the Parks and Recreation Department.

Participant: Any coach, player, parent, spectator, official or any other person involved in any way with any sport sponsored by the Town of Wellington Parks and Recreation Department.

Participation: Any involvement in a Town of Wellington Parks and Recreation Department sport, including spectating, officiating, playing, coaching, volunteering, or attending a sporting event.

Player: A person who physically participates in a sport or is on the roster of the team or group participating in the sport.

Probation: A period of time during which a person who has previously violated the Sport Code of Conduct may have no further violations.

Parks and Recreation Department: The Town of Wellington Parks and Recreation Department.

Sport: Any Parks and Recreation Department organized activity or event that is listed under the category of "sports" in the most recent catalog of offerings or a new yet to be advertised activity that is run by a recreation staff member who is specifically designated by organizational chart as a member of the sports team.

Spectator: A person who watches a sport for entertainment with no physical involvement.

Sportsmanship: Conduct, such as fairness, respect for one's opponent and officials, and graciousness in winning or losing, that are appropriate to one participating in a sport.

Sports Venue: An area improved with fencing, buildings, bleachers, goals, turf or other landscaping, lines or other markings or any other facilities intended for use by players, officials, spectators or anyone else participating in a sport. Examples of sports venues include but are not limited to fields, courts, tracks, gymnasiums, field houses, arenas, pools, ice rinks and bowling alleys.



Suspension: Loss of the privilege to participate in any manner in a Parks and Recreation Department sport.

Unsportsmanlike: Exhibiting poor behavior through negative, disruptive or inappropriate actions.

Prohibited Acts:

1. Physically attacking any other participant or any Town staff person. This includes but is not limited to striking, shoving, kicking or otherwise touching or subjecting another person to physical contact in a threatening or alarming manner.
2. Refusing to abide by an official's decision and/or contest such decision in an unsportsmanlike manner.
3. Using racial slurs, ethnic slurs, sexual slurs, or obscene, threatening, or challenging language or gestures.
4. Harassing, insulting, taunting, or unsportsmanlike demonstrations of dissent in any form.
5. Using unnecessary roughness in the play of a game against an opposing player.
6. Throwing or cause to be deposited any object onto the field of play.
7. Violating the Town of Wellington's open container ordinance, or other state or local alcohol or drug laws, while at a sports venue, or enter the field of play while under the influence of drugs or alcohol.
8. Smoking in/on any sports venue, or while coming off or going on the field of play, or while on the field of play, whether indoors or outdoors.
9. Display other unsportsmanlike conduct before or after games or events, or while at a sports venue during a scheduled activity, game, match or event.

Enforcement:

1. The minimum penalty for smoking is a warning, and the maximum penalty is ejection from the game, or prosecution according to facility policies.
2. Minimum Penalties: Ejection from the current sports activity or event and suspension from the next scheduled game, activity, or event. Any participant who is ejected must leave the sports venue immediately. This means going far enough away, that he or she cannot be seen or heard by any participant within the sports venue. Minimum penalties may be imposed onsite by an official or field supervisor.
3. Medium Penalties: Suspension for up to the remainder of the scheduled season or up to one year, and one or more years on probation. After review of the alleged violation by Parks and Recreation Department staff, medium penalties may be imposed if (1) another infraction has occurred by the individual resulting in a penalty within the past calendar year; (2) the individual violated more than one section of this Code during the current incident; and/or (3) in the judgment of staff, the severity of the infraction justifies penalty beyond the minimum but



not to the maximum level. Medium penalties may be imposed in addition to minimum penalties.

4. Maximum Penalties: Suspension for one to five years. Maximum penalties may be imposed if, after review of the alleged violation by Parks and Recreation Department staff, it is determined that the severity of the violation justifies the maximum penalty, based on negative impact to the program, other participants, spectators, and/or staff. Maximum penalties may be imposed in addition to minimum and/or medium penalties.
5. Any behavior that is also a violation of law may result in criminal charges.
6. Any participant who engages in three or more of the prohibited acts described above during any twelve-month period shall be suspended for up to five years, followed by two years of probation.
7. Any participant who engages in a prohibited act while on probation shall be suspended for one to five years.

Appeals

Appeals of any enforcement decision may be made by submitting a written statement of appeal to the Parks and Recreation Manager within fifteen (15) calendar days of the issuance of the decision to be appealed. If an enforcement decision is not appealed within fifteen days of issuance, it is considered final.

The statement of appeal must include a description of the decision in question and related events, and the basis for the appeal. The appealing party may provide any additional information he or she believes is relevant in support of the appeal.

The Parks and Recreation Manager will conduct such investigation as he or she determines to be appropriate, given the basis of the appeal and the related facts and may conduct an informal hearing on the matter at his or her discretion. In the alternative, the Recreation Manager may convene an Appeals Board made up of Town staff who have no personal involvement in the decision being appealed, and such board shall conduct an appropriate investigation.

The Parks and Recreation Manager or Appeals Board, if one is convened, shall issue a written decision on the appeal within thirty (30) days from the filing of the appeal. The written decision shall include an explanation of the basis for the conclusion reached.

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