



## PARKS AND RECREATION

# 3-on-3 Outdoor Basketball

*Updated 1/1/2022*

### **Contact Information**

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### **Facilities Use/Regulations:**

1. All games will be played at Phillippi or Baggley Park.
2. No children will be allowed in the playing area. Only the players, coaches, and scorekeepers will be allowed on the courts (liability and safety reasons).
3. No pets are allowed on the basketball playing area. This includes warm-up areas due to safety and sanitary reasons. Violators will be required to put the pet in their car or remove it from the park.
4. Please use trash and recycling receptacles.
5. No glass containers are allowed at any park.
6. Do not park in the No Parking zones. Cars will be towed at the owner's expense.
7. No loud music shall not be played at the courts or in the near vicinity. Low to moderate music will be allowed that includes appropriate language.
8. Smoking is prohibited, except in specified areas.

### **League Structure:**

**CLASSIFICATION:** In order to make the leagues competitive, the Boise Parks and Recreation Office has established guidelines for teams to follow when selecting players to play in specific classifications. The Boise Parks and Recreation League Director reserves the right to make the final determination regarding players playing in classifications below their ability level.

1. Men's A1 League: "A" Elite- Exceptionally skilled teams should have at least four (4) or more players with college experience, capable of slam-dunking and/or scoring 20+ points. Players should be able to run open court on a fast break hit open shot if guarded, have above average and strong defensive skills.
2. Men's B1 League: "B" Very Good: No more than three (3) players with college or high school varsity experience and/or capable of scoring 15 points per game. Players have very good playing skills and defensive abilities and can play a running game.

3. Men's B2 League: "C+" Average: No ex-college players under the age of 30 years old. Players should be able to play team ball with limited turnovers. No more than one (1) player capable of consistently scoring 25 points per game and have average defensive abilities.
4. Men's B3 – Lowest League "C" Recreational: No ex-college or high school varsity players under the age of 30 years old. Players who love to play but have limited experience; limited/no ability to play above the rim; no more than one (1) player with the ability to consistently score more than 20 points per game. Play is sometimes "playground" style and recreational.

NOTE: All classifications are subject to change at the discretion of the League Director, if deemed necessary. Also, any teams that have misclassified themselves are subject to be reclassified by the Boise Parks and Recreation League Director, if deemed necessary. Teams may be subject to forfeiture of games played.

## **Player Eligibility:**

1. Age Requirements. To participate, league players must be **16 years of age** as of the date of the first game.
2. No Men's A1 caliber basketball players in the Boise Parks & Recreation will be allowed to play in any division lower than B2 and no more than 2 per team. Individual player classification will be determined and designated by the league director.
3. Players can play on more than one team under the following conditions: A player cannot play on more than one team in the same division unless the divisions were combined. A player cannot play more than 2 divisions lower than their highest level of play. Players must register on all teams and pay any fees required.
4. Ex-college players are encouraged to play at a higher level that meets their ability.
5. New Players. Additions may be made to team rosters by the new player or team captain. New players are eligible to play the same day they register. Deadline to add players to roster is 2<sup>nd</sup> to last week of the regular season.
6. Hardship. When a team's (active) roster is reduced to below three players for some unforeseen reasons, the team captain may claim hardship. The team captain may then request to add players after the new player registration deadline by submitting a written report detailing the events and reasons leading to the request. Such reports must include the names of players no longer with the team and reasons for leaving. The Advisory Board may allow additional players to bring the roster up to four (4) players. Players added must be equal to or less in ability than the players they are replacing.
7. Team Captains that pick-up players from our free agent player list AND put these players on their roster must communicate all scheduled games and play each player fairly. Note: It is not the responsibility of the Boise Parks and Recreation office to ensure player(s) playing time or refund individual fees.

## **Team Composition:**

1. As administrator of the team, the team captain is the official contact between

team members and Parks and Recreation. Current address and phone number of the team captain must be designated on the roster and any changes should be reported to Parks and Recreation immediately.

2. Team captains are expected to attend all program-related meetings and clinics to be able to transmit current information to their teams. Only the team captain that attends the pre-season meeting will have the privilege of direct communication with the Officials Coordinator. Team captains must be available to receive email and phone calls from Parks and Recreation during the basketball season. Information such as rescheduled games and tournament deadlines/schedules may be transmitted by phone or e-mail. Email not returned to Parks and Recreation will be assumed to have reached the team captain.
3. Team Captains are responsible for distributing schedules to players on their rosters. Game time is the noted time on the schedule.
4. Game-related Responsibilities. The Team Captain is responsible for their players conduct immediately before, during and after each game. If the Team Captain cannot control the behavior of his/her players, he/she may be suspended for a minimum of one game to maximum of one year, provided sufficient warning has been given
5. Team Captains must be identified to the referee and scorekeeper prior to the start of the game.
6. The Team Captain must list the players first and last name and number on the lineup card and give it to the score keeper/official before the pre-game.
7. Teams may have up to eight (8) players on a roster that meet the minimum age requirement and league classification requirements.

## **Equipment/Uniforms:**

1. Teams are not required to wear matching uniforms, but it is encouraged.
2. No hats, visors, or bandanas are allowed. Any issues team captain must notify the site supervisor immediately.
3. Game balls are not provided by the Parks and Recreation Department. Selection of game ball will be made between the team captains. Teams are encouraged to provide a quality game ball. If an agreement cannot be made on a game ball, teams will flip a coin to decide.
4. Participants must wear court-approved shoes. Black or blue-soled running shoes, street shoes, hiking boots, or any shoe that marks the court surface are not allowed on the court. No player will be allowed to wear socks without shoes or go barefoot.
5. Wearing of exposed jewelry will not be allowed during play. Exposed jewelry includes wrist watches, earrings, bracelets, necklaces, and rings, hard items on head such as bobby pins, barrettes, etc.
6. Ice packs, tape and first aid kits are the responsibility of the team and not provided by Parks and Recreation.
7. Any player wearing any type of injury-related brace must have the brace covered or padded if a sharp edge or point is exposed, to protect themselves and the opposing team's players from injury.

## **Rules of the Game:**

To keep the integrity of the program and make it a fair basketball league for all teams: All teams need to respect each other and play by the basic rules of basketball. Do not trash talk and please be civil to each other. This program is set up for good honest competition with respect to each other's' playing abilities and the rules.

Please honor the following rules: (Check in with the site supervisor when you arrive):

1. Possession to start a game or overtime will be determined each team shooting three pointers until the other team misses.
  2. Respect screens and offensive movement and play honest defense. No excessive holding or over physical play.
  3. No camping out in the key on offense. Move in and out within 5 seconds. Offense cannot be in the key to start the play and a player cannot be in the key until ball is checked.
  4. OFFENSE calls the fouls. Defense may call a foul, but the offensive player must agree.
  5. Offense must check the ball with the defense. On change of possession, the ball must be taken past the check line, behind the 3-point line in Indoor and the check line will be determined by site supervisor for Outdoor. The defense must take the ball behind the check line on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule.
  6. The offensive team must pass the ball in before a shot is attempted (make one pass before a shot is taken)
1. STALLING:
    - a. Stalling or deliberate attempts to freeze the ball will result in a loss of possession.
    - b. Each team will be required to take a shot at the basket within 15 seconds after taking possession. The rule has been implemented to eliminate a team from stealing to retain possession near the end of the game.
  2. Teams have 15 minutes from game time to get a minimum of two players. If the team has two players at game time, the game must start. The 15-minute grace period will be included in the 45-minute game time limit. Teams using the 15-minute grace period will forfeit 10 points to the opposing team.
  3. Unlimited substitutions during a dead ball. 3-time outs per team. No time outs during the last 5 minutes of the game. Each time out should be no more than 1 min. The clock does not stop during time outs. 1 time out in overtime.
  4. Possession after a held ball will go alternate possessions starting with the team that did not start the game with the ball.

5. Traveling, double dribble, carrying the ball will result in a loss of possession.
6. A ball that touches the top or bounces directly over the backboard after hitting the rim will be deemed out of bound immediately.
7. Defensive goal tending will result in awarding the offensive team their points and a change of possession. Offensive goal tending – Defense gains possession.