

2021 Adult Men's 3x3 Basketball League Information



DPRD Program Contact Person: Wilson McLaughlin / Recreation Supervisor (701-260-4072)
wmclaughlin@dickinsonparks.org

Roster information sheet must be filled out completely (4 player minimum).

FEES: (Player Fee = \$40) (Sponsor Fee = \$110)

Sponsor and all player fees must be paid in full when team registration is submitted to DPR or it will not be accepted. It is the Team Manager's responsibility to collect all fees ahead of time and submit them as one team registration. Do not tell players to stop at DPR and pay!

DPR – Team / Player Communication: For all minor information NOT affecting the entire league -- notification will be by email or text to the team managers involved. For major information AFFECTING THE ENTIRE LEAGUE – notification will be via the “Rained Out” APP.

“Rained Out” APP access: (Free APP) Managers – please make sure you and your players activate this app on your phones. To activate this APP: text: 84483 message: dpr3x3bb You will receive an instant verification text on your phone. (If you are signed up for this APP from last year you are good to go).

NOTIFICATIONS & CORRESPONDENCE: Any cancellations, notifications, etc. will be done via text notification

DPR will also place any cancellations made prior to 4:45 p.m. (Mon.-Fri.) on our web: dickinsonparks.org

Important Dates

Registration Deadline: **Wednesday, Sept. 1, 2021 (By 5:00 p.m. @ DPR Office)**

1st Night of league play: **Men's (Wednesday, September 22)**

*League Schedules will be posted on our Website: dickinsonparks.org

Player Eligibility

All high school students are ineligible. Any high school graduate is eligible. If out of high school and not a graduate, you must be 18 years of age by registration deadline.

League Structure

DPR Office Hours

Monday thru Friday, 8:00 a.m. – 5:00 p.m.

PHONE: 456-2074

WEBSITE: dickinsonparks.org

E-MAIL: dprd@dickinsonparks.org

League schedules and standings will be posted on DPR website.

All teams will play approximately 14 games (2 games per night) + league tournament.

League play will be round robin format. Teams may not play everybody the same number of times (depends on the number of teams in the league).

Teams must have shirts of like color (numbers are not required).

Roster addition or changes MUST be taken care of at the Recreation Office during normal business hours. No player is eligible to play until they are signed up and paid for on a roster.

Refunds (player fee and/or sponsor fee) will only be given prior to the registration deadline. Individual player fee refund may be processed after that on a case by case situation. Replacement of a player on the roster MUST be reported to and recorded by DPR prior to the replacement player's participation. Reimbursement of player fee for replacement of player on the roster is to be handled within the team.

League champions will receive T-Shirts and League Division Tournament Champions will receive an award plaque.

No alcoholic beverages or smoking allowed in the facilities. Please clean up your team area prior to leaving the facility (pick up and place garbage, etc. in proper trash cans).

Dickinson Parks & Recreation does not carry insurance for participants in any city sponsored programs, and will not be held liable for injuries that occurred during the activity.

Game Rules

Game time is forfeit time. (Use cell phone as official time) Any team that has 3 unannounced forfeits for the season may be dropped from league.

Officials decision and official score sheet are final. No protests. Team managers are responsible for the conduct of players and spectators associated with their team. **ONLY** team manager may discuss rule interpretations with the official.

No dunking allowed at any time while in the facility (technical foul & ejection).

Players are to wear separate gym shoes from what they wear outside.

All games will be ½ court.

A team must have minimum of 2 players to start and / or finish a game.

A coin toss will determine the first possession of the game.

Game = 20 minute running clock (with exceptions).

Two 30-second time outs per game (clock stops during time outs).

JUMP BALLS: Awarded to defense; or team last playing defense on a loose ball.

5-Second Closely Guarded: In effect when guarded within 6 ft.

3-Second Lane Violation: In effect.

Checking of ball: (after any made basket or violation)

Ball must be checked in at Top of the Key.

Offensive player must be outside 3 pt. line, but within 3 ft. of it.

Offensive teammates must be outside the lane until the ball is checked.

Offensive player must pass ball within 5 seconds to put in play.

Defensive player must be inside 3 pt. line; no distance requirement.

In play change of possession: Team is required to take the ball back at any point behind the 3-pt. line (player must have both feet behind the 3-pt. line). If both feet are not behind the 3-pt. line and offense advances ball toward the basket = violation & loss of ball. If not behind the line and ball is passed, but not advanced toward basket, official gives delayed dead ball signal until compliance is met or violation occurs.

Substitutions may occur during any dead ball. Player is to declare "SUB" loud enough for official to hear.

Awarding of points: (no individual fouls recorded).

Foul on defense = 1 pt. for offense + ball (fouled on missed shot = 2 pts + ball).

Foul on made basket = 1 pt. + basket for offense / defense gets ball.

Foul on offense = 1 pt. for defense + ball.

Administrative Technical foul (ex: excessive time out) = 1 pt + ball

UNSPORTSMANLIKE/FLAGRANT foul = 2 pts. + ball (+ player ejection).

Exception: Last 1 minute of game (if 10 pt. or less score difference)

Clock will stop after made basket & start again when ball is checked at the top of the key (when offense receives ball back from the defensive check).

Clock will stop on every whistle.

Foul on Defense = Offense shoots 1 & 1 bonus FT (2 FT if shooting foul / 3 FT if 3 pt. attempt).

All players must line up on the lane (may enter on shooter's release).

Missed FT = clock starts when touched.

Made FT = clock starts when checked ball is touched when inbounded.

Overtime: 1 1/2 minutes (last minute rules apply entire OT). Coin toss determines 1st ball possession.

Player Code of Conduct:

All players are expected to conduct themselves in a sportsmanlike manner at all times!!! This is a recreational program. The "Heat of the Moment" excuse is not acceptable. Listed below are the "Technical Foul" guidelines. This is not an all-inclusive list. Items and situations not listed will be ruled upon by the proper DPR Program Supervisors.

Any team found to be using an ineligible player will be penalized as follows:

All games with ineligible player will be forfeited.

Team Manager and violating player will be suspended for 1 game.

Team will be on probation remainder of season. Any further infractions may subject the team/manager/player to suspension for remainder of season.

Player under the influence of alcohol, drugs, or stimulants while participating shall result in a minimum of a one game suspension and probation for the remainder of program season. **POSSESSION OF ALCOHOL, DRUGS, OR STIMULANTS while in the facility = disqualification of player for the remainder of the program season + probation for next DPRD program the player participates in.**

Unsportsmanlike Behavior and Penalties: (We adhere to NFHS rules).

*****Committing an unsporting foul. This includes, but is not limited to, acts or conduct such as:**

- **Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.**
- **Using profane or inappropriate language or obscene gestures. This includes casual profanity.**
- **Baiting or taunting an opponent.**
 - NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.
- **Purposely obstructing an opponent's vision by waving or placing hand(s) near his/her eyes.**
 - NOTE: Purposely diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that he/she cannot see.
- **Faking being fouled, knowingly attempting a free throw or accepting a foul to which the player was not entitled.**
- **Leave the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation.**

PENALTY: 1st Technical Foul: 2 pts for other team + ball possession.

- **Offending player** sits out 5 minutes of actual game time off the clock. At that point, player may re-enter the game.
- **Simultaneous technical fouls on Player(s) from both teams** offset with no pts awarded. Ball will be put in play from point of interruption. Any additional technical fouls where it is not offset = 2 pts for the other team + ball.

PENALTY: A Single FLAGRANT Foul and/or 2nd Technical Foul on same player in a game: 2 pts for other team + ball possession.

- **Offending player is disqualified for remainder of the evening + next game.**

PENALTY: 4th Technical and/or 2nd Flagrant of season on a player = disqualification for remainder of season.

NOTE: (FIGHTING) No player shall at any time lay a hand upon, shove, strike or threaten an official, player or DPR employee.

- Officials are required to suspend player immediately and report such player to the DPR League Supervisor.
- Such player shall remain suspended until the case has been reviewed by the DPR League Management.
- **Minimum Penalty:** Suspension for remainder of the evening + 1 game
- **Maximum Penalty:** Suspension from all DPR recreational activities indefinitely + annual reviews by DPR league management.

PENALTY: Player removed from facility: When a player continues to cause problems, and is removed from the facility (minimum penalty of removal of player for the evening + 1 game + additional penalty at discretion of DPR).

PERTAINING TO EJECTIONS: If the ejection is in the last game of the season, the suspension will carry over to the next DPR adult program the suspended player participates in.