



Homewood Parks and Rec Adult 3v3 CoEd Basketball Rules

Team Rosters

- Maximum of 8 players per team roster. All players are required to sign the **Team Roster and Waiver Form**.
- Team captains are responsible for ensuring roster compliance.
- Teams can make changes to their roster until **Week 3** of the season. After that, the rosters are frozen.
- Roster changes requiring additional T-shirts are subject to availability.
- All roster changes must be communicated to and approved by the **HWD Parks and Rec staff office**.

Waivers

- Every player must be confirmed on their team's roster and have agreed to the waiver.
- Team captains must ensure all team members have read and accepted the waiver.
- The waiver is included in online registration.

Player Restrictions

- All participants must be **21 years or older** before their first scheduled game.
- Players may only be on **one roster per season**.
- **HWD Parks and Rec staff** may request a **photo ID** from any player at any time.
- Teams may challenge an individual player's eligibility but not an entire team.
- **Playoff team rosters will be verified by league officials.**

Uniforms

- **HWD Parks and Rec Adult League T-shirts** serve as team uniforms.
- Players must wear the correct color uniform with the current **HWD Parks and Rec Adult League** logo.
- Past season's uniforms **are not permitted**.
- The **league T-shirt must be worn on the outside** of any clothing during play, with logos clearly visible.



Uniform Alterations

- Players may modify uniforms as long as:
 - League logos remain visible.
 - Alterations do not pose safety risks.

Division Preference

- **HWD Parks and Rec** will create divisions based on skill, experience, and competitiveness.
- If multiple divisions are not possible, all teams will play in a **single division**.
- Teams or players **may be moved** to a different division if deemed necessary by the league.

Finale Week for Leagues

- Top teams compete in a **single-elimination playoff** to determine the champion.
- The playoff may be scheduled on a different day/venue than regular-season games.
- Other teams will play **final ranking games**.
- **Prizes** for champions and participants may include sponsor items or future league credits.

Inclement Weather

- Players should **check the HWD Parks and Rec** for weather updates.
- Automatic updates via email/text are available.
- Once a game starts, league officials will **monitor conditions** and decide if play is suspended.

Game Rescheduling

- The league will attempt to **reschedule** postponed games.
- If multiple cancellations occur, the season or playoffs **may be shortened**.
- Makeup games may be on **different days or at different venues**.
- **No refunds or prorated refunds** will be given due to weather or venue actions.



Forfeits

- A team missing the minimum required players results in a **forfeit**.
 - A team has 10 minutes from scheduled start time to field the minimum 2 players. Games may begin 2v3. Late players may enter on a dead ball.
- In case of an injury, the game may continue **at the league's discretion** if the team still has a chance to win.
- **Forfeits of any kind will result in a \$40 fee.**
 - Teams can not play any future games until the fee has been paid.
- Multiple forfeits **may result in team removal** from the league.
- **Removal from the league due to forfeits may result in a permanent ban from future leagues.**

Sportsmanship

- **All players and spectators must behave appropriately.**
- **Unsportsmanlike behavior** can result in disqualification.
- Disqualified players must **leave the playing area immediately.**
- Repeat or severe violations may result in **extended suspension.**
- **Suspended players may not attend any league events** until approved by **HWD Parks and Rec staff.**

Keeping It Social

- League officials may remind players to **"Keep it Social"** if they are close to violating league spirit.
- Players displaying **aggressive or unsportsmanlike behavior** may be directed to **"Take a Break"** before further action.



Overly Competitive Players

- **HWD Parks and Rec Adult League is recreational.** Players or teams being overly aggressive may be removed.
- Examples of overly competitive behavior:
 - Running up the score
 - Excluding teammates
 - Targeting weaker players
 - Excessive shouting
 - Being too physical
 - Arguing with players or officials
 - Attempting to deceive officials

Dynasties & Competition

- If a team **dominates multiple seasons**, the league may require:
 - The team to **split into multiple teams.**
 - The team to **withdraw from registration.**
 - **Future registrations to be league-approved.**
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Basketball Rules

Playing Area

- Games are played on a **half-court**. Boundaries vary by venue.

Officials

- **League-provided officials** will oversee games.
- **Arguing with officials is prohibited.**

Equipment

- A **29.5” regulation basketball** is provided.
- Athletic shoes with **non-marking soles** are required.
- **Prohibited items:**
 - Hard braces/casts unless properly padded.
 - Headgear with stiff materials (e.g., hats).
 - Jewelry (except smooth wedding bands).
 - Uncovered event wristbands or smartwatches.

Playing Roster

- **8 players maximum per roster.**
- **3 players maximum on the court.**
- **2 players minimum required to start.**
 - A team has 10 minutes from scheduled start time to field the minimum 2 players. Games may begin 2v3. Late players may enter on a dead ball.
- Teams have **10 minutes to challenge player eligibility** (except late arrivals).

Format



- Each team will play **two 20-minute games per night**.
 - All games have a 20 minute running clock (including playoffs).
 - The clock only stops for timeouts.
 - Officials may stop the clock at their discretion for injuries or unusual delays.
- **First team to 21 points wins** (no win-by-two rule).
- If time expires, **the highest score wins**.
- **Regular season games can end in a tie**.
 - There will be no overtime in regular season games
- Each team gets **two 30 second timeouts per game**.

Scoring

- Each successful shot inside the 3 point arc will be **1 point**
- Each successful shot outside the 3 point arc will be **2 points**
- Each successful free throw will be 1 point
- Each successful and-1 will have 1 point added. (no free throws will be taken)

Possession

- Initial possession determined by **a single shot behind the arc** by anyone on either team.
- Ball must be **taken beyond the arc** before attempting a shot after a change of possession.
- Every made basket results in a change of possession. **No make-it-take-it**.
- The ball **must be checked** before play resumes after any dead ball.
- In a jump ball situations, the defense will be awarded possession,

Free Throws

- All free throws are **worth 1 point**.
- No rebounding on free throws; possession changes after attempts.

Shot Clock



- **No five-second violations**, but stalling is prohibited.
- Officials may enforce a **10-second shot clock** for delays.

Three-Second Violation

- Offensive players cannot remain in the **free throw lane for more than 3 seconds**.

Fouls

- **Team fouls are not tracked until the last 2 minutes of the game.**
 - In the **last 2 minutes**, only **1 common foul is allowed** before awarding free throws.
- **Excessive fouling will lead to disqualification.**
- **Flagrant fouls lead to ejection** and possible suspension. **2 Technical fouls lead to ejection** and possible suspension.
 - A flagrant or technical foul = 1 point + possession for the opposing team.
- **Intentional fouling is prohibited and can result in disqualification and/or suspension.**

Substitutions

- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball and require no action from the referees or table officials.

Injury Protocol

- In case of injury, play will stop at the official's discretion. Injured players must leave the court for at least one possession unless a timeout is used.

Playoff Rules

- Tied playoff games result in **overtime (first to 2 points wins)**.
- Teams get **one timeout per overtime**.