

**ROGERS COMMUNITY-SCHOOL RECREATION ASSOCIATION
YOUTH BASKETBALL
3 ON 3 LEAGUE - HIGH SCHOOL INTRAMURAL RULES**

NFHS RULES WILL BE FOLLOWED, EXCEPT WHERE AMENDED BY THE FOLLOWING:

1. Games will consist of two twenty minute halves. The clock will run continuously except for timeouts. In the last minute of each half, the clock will stop at all whistles. A team must have a minimum of three players present in order to begin the game. Teams with three players present will be required to start at scheduled game time. Halftime will be two minutes. Each team is allowed two (45 second) timeouts per half. Timeouts not used in the first half do not carry over into the second half.
2. Regular season games can end in a tie. For tournament games, tie games will be broken by a two-minute overtime with the clock stopping the last minute. If the score remains tied after two-minutes, another two-minute overtime will be played. This process will continue until a win results. Each team will receive one time out per overtime session.
3. Games will be played on a small sided court with two goals.
4. The league provides uniform shirts. No lettering, logo, patches, writing, or designs of any kind may be added to the shirts.

5. Weather Cancellations

We post weather cancellations on Facebook (Rogers Parks & Recreation) and our website (<http://www.rogersar.gov/1101/Parks-And-Recreation>). Cancellations will be posted by 4:00pm for weeknight games and by 8:00am on Saturday games. If you would like to receive instant text messages and/or emails on all sports cancellations, go to (www.rogersar.gov) and sign up for Notify Me (Rainouts And Cancellations: Parks and Rec and Recreation).

6. **ELIGIBILITY:** All players must be registered before practicing or playing, **Teams must have a minimum of five players registered and one approved adult coach to be put on the schedule.** Players must attend high school, or be enrolled in a certified home school program. Players who are members of school basketball programs after January 1 are ineligible. Players must be prepared to produce identification, if asked. If a player cannot produce identification when asked, he will not be allowed to play. **If a player that is not registered plays in any game that game will be forfeit.** After a player has played in a game, the player may not transfer from one team to another without approval of the league director.
7. **Each team must have an adult coach, approved by the league director. The approved adult coach must be present for all practices and games. If an approved adult coach is not present, the practice will be cancelled or the game can be forfeited. A team is allowed, and encouraged, to have more than one approved coach.**
8. **UNSPORTSMANLIKE CONDUCT:**
 - a. If a player receives two technical fouls, for unsportsmanlike conduct, in the same game, the player is automatically ejected for that game and suspended for the following two games. If a player is ejected from a game without committing two technical fouls, the player is automatically suspended for the following two games.
 - b. If a player receives three technical fouls, for unsportsmanlike conduct, in the course of the season, the player is automatically suspended for the remainder of the season.

- c. If a team receives four technical fouls, for unsportsmanlike conduct, in the course of the season, the team is automatically suspended for the remainder of the season.

9. Two coaches (team staff) maximum per team bench. Only rostered coaches and players allowed on the bench side of the court. Each bench is allowed to have only one coach standing – One voice (only the head coach has communication with the officials). Positive and effective/professional communication is expected by all parties associated with the game contest. Violation of this rule may result in expulsion.