



YOUTH 3 ON 3 BASKETBALL 2ND – 6TH GRADE RULES & REGULATIONS 2024

All rules & interpretations will be covered under Kansas State High School Athletic Association (KSHSAA) with the following emphasis and exceptions listed below. The Program Supervisor reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation 3 on 3 Basketball League.

1. **TEAM REGISTRATION PROCESS:** All team managers shall file an official roster of players giving their first and last names and phone number. This roster, along with player fees, and coach's background check forms must be submitted to the Youth Basketball program supervisor before the entry deadline.
 - a) **Player Restrictions:** All players participating in Salina Youth Basketball leagues are bound by rosters. No player may play on more than one (1) Salina league team during the same season.
 - b) **Player Eligibility:**
 - **Minimum Players:** Teams must carry a minimum of 3 players on their roster.
 - **Maximum Players:** Teams may carry a maximum of 6 players on their roster. More than 6 players must be approved by Athletic Supervisor.
 - c) **Adding Players:** Names may be removed and players added before the halfway point of the season. After that time, no changes may be made to the roster unless granted by the Program Supervisor. Players are not eligible to participate unless added to the official roster through the front desk at the Salina Fieldhouse prior to the first game played.
2. **Protests:** Protests are not allowed in the Salina Parks & Recreation Youth Basketball 3on3 League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled by the gym supervisor. The gym supervisor's decision is final.
3. **Leagues:** 2nd grade boys and girls league, combined 3rd/4th and 5th/6th grade boys and girls leagues will be offered if numbers allow. Leagues may be mixed (i.e. coed, grade) depending on participant numbers.
4. **Schedules:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Program Supervisor due to facility availability or inclement weather.
5. **Equipment:**
 - a) **Jewelry:** No jewelry, rings, watches, earrings, necklaces, wrist or ankle bracelets, etc. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
 - b) Salina Parks & Recreation will provide Youth 3on3 Basketball League Shirts. Shirts may not be altered in anyway and must be tucked in at all times.
 - c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.
 - d) **Basketball:** The 2nd grade divisions will use the junior 27.5 basketball. Grades 3rd – 6th grade will use the intermediate 28.5 basketball.
 - e) **Goals:** 2nd grade leagues will play on 9' goals, 3rd - 6th grade leagues will play on 10' goals.
6. **Game Time:** Teams will use their own warm-up balls. Each team needs two (2) players to start the game. A team will be given (5) minutes after game time to meet the requirements to start a game. Teams failing to have two (2)

- players after 5 minutes of the scheduled starting time will forfeit providing the opposing team is on the court, ready to play.
7. If both teams fail to report by the scheduled starting time, the gym supervisor is empowered to adjust the playing time of the game in order that it be completed within the scheduled playing time.
 8. **Regulation Game:** Kansas State High School Rules apply with the following exceptions:
 - a) **Home team:** Team listed 1st on game schedule shall be the home team who occupies the bench on the side of the scores table. **Home team (1st team listed on game schedule) provides scorekeeper.** Home team shall have 1st possession of the ball.
 - b) **Court:** The game is played at one goal. Half court boundaries are out of bounds.
 - c) **Play Begins:** At the beginning of the game and after every made basket the offense will put the ball in play by a pass or by dribbling, but cannot shot the team's first shot on their possession. The defender checking the ball will pass the ball from behind the free throw line and is allowed to defend the point guard once he/she dribbles.
 - d) **Game Length:** One Twenty-five (25) minute period
 - e) **Continuous Clock:** The clock will run continuously with the following exceptions: injuries, time outs, and free throws.
 - f) **Time-outs:** Two (2) 30-second time-outs per team in regulation game time, one (1) 30-second in sudden victory.
 - g) **Sudden Victory:** If the score is tied at the end of regulation time, the game will go into overtime. The clock will not run during this period. A coin toss will determine which team will have possession first. First team to score will win the game. **EXCEPTION: In the 2nd grade division if games are tied after regulation time has ended, the game is recorded as a tie.**
 - h) **Fouls:** All fouls are team fouls. In case of sudden victory, all team fouls carry over.
 - i) **Violations:** Obvious violations (traveling, double dribble, 5 seconds in the lane) will be called by game official.
 - j) **Free Throws:** 2nd grade divisions may shoot from 12' and 3rd – 6th grade divisions will shoot from 15'.
 - a) On the 5th team foul, the player fouled will shoot one free throw. Free throws count as one (1) point. During a free throw attempt, all non-shooting players remain behind the three (3) point arc. After the free throw attempt, the opposing team gains possession at the top of the key.
 2. **Scoring:** All made baskets inside the (3) point arc will count as 1 point. All made baskets behind the (3) point arc will count as 2 points.
 3. **Missed Shots:** If the shot hits the backboard, rim, or net, and the defensive team gains possession, the defense must clear the ball past the 3 point arc in order to advance on offense. **If the ball completely misses the backboard, rim or net, either team can score WITHOUT clearing the ball past the 3 point arc.**
 4. **Inbounding the Ball:** A dead ball going out of bounds will be put in play by "checking" the ball at the top of the key.
 5. **Stalling:** No obvious stalling will be allowed and results in a turnover. The offensive team must look to score.
9. **Conduct:** All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. (See attached code of ethics for coaches & code of conduct for parents / spectators) Examples of unsportsmanlike conduct include, but not limited to:
- a) Use of profane language directed towards any staff member, official, player and/or spectator
 - b) Arguing, bickering, heckling or excessive display of emotion towards an official or staff;
 - c) Making unnecessary gestures toward game participants, umpires or spectators;
 - d) Throwing equipment; resorting to unnecessary roughness on the courts.
10. **Salina Parks & Recreation Disciplinary Procedures:** Coach, Player or Spectator
- a) **Ejections:** Depending on the severity, staff or official have the right to issue a warning or ejection.
 - 1) Once a coach, player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.
 - 2) Once a youth player has been ejected from the game, he shall be restricted to the bench with coach's supervision or released to a parent/guardian.
 - b) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.

11. **LAW VIOLATIONS:** Violations of any law (battery, assaulting an umpire or SP&R representative, possession of

illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.

12. **BANNED SUBSTANCES:** Smoking or the use of tobacco products are prohibited in the Salina Fieldhouse or immediate vicinity of the facility. Consumption of alcohol on the Salina Fieldhouse premises is strictly prohibited.

13. **Recreational League:** This program is strictly a RECREATION LEAGUE for the fun and enjoyment of those taking part. HAVE FUN!!

14. **Coaches:** Each team is allowed a maximum of (2) coaches on the bench, unless otherwise approved. The coaches main responsibilities are to instruct and control player conduct. No coaching while the ball is live. Coaching/instructing allowed during a dead ball only.

15. **League Tie Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:

- a) League/Division win/loss record
- b) Head to head games
- c) Non-division win/loss record
- d) Least Amount Points given up in head to head games
- e) Points scored in head to head games
- f) Coin Flip

16. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on RecZone (receive text/e-mail by subscribing to RecZone at: www.salina-ks.gov). Coaches, players, spectators and staff shall follow weather policies and procedures established by the Salina Parks & Recreation.

FACILITY

17. **Location:** All league games will be played at Salina Fieldhouse unless otherwise notified. Doors will open no sooner than 20 minutes prior to the first game start time.

18. **Personal Belongings:** The Parks & Recreation Department will not be responsible for valuables, personal effects, or injuries to participants.

19. **Supervision:** NO KIDS WILL BE LEFT UNSUPERVISED IN GYM OR LOBBIES!

20. **No Food or Drink:** ABSOLUTELY NO FOOD OR DRINK WITHOUT A SEALED LID IN THE COURT AREAS!