# Sausalito 3v3 Basketball League Rules

*MEN'S AND CO-ED DIVISIONS**

**Team formations for both divisions are dependent on registration numbers.*

## 1 | LEAGUE AT A GLANCE

- Men's and co-ed divisions play on separate half courts.
- Each team plays one best-of-three matchup per regular-season Tuesday. The first team to win two individual games wins the matchup.
- An individual game ends at 15 points or at 15 minutes of running-clock play, whichever occurs first. No win-by-two rule.
- Allow three minutes between games. A matchup occupies one 60-minute court slot; Game 3 is played only when needed.
- Games will be played at:
    - Robin Sweeny Outdoor Basketball Court (with lights), located at **420 Litho Street, Sausalito, CA 94965**
    - **If it rains,** games may be moved to **Sausalito MLK Park Gym – 610 Coloma Street, Sausalito, CA 94965.**
    - **Map** for Sausalito MLK Park Gym - https://maps.app.goo.gl/j5Hwj1e23VFKwYgJA

  ** *See section 10 for more details on rainy days*:

## 2 | SEASON DATES & COURT TIMES

- Four-team divisions need two slots per night. Six-team divisions need three (5–8 PM). Eight-team divisions need four (5–9 PM), plus a second playoff, to finish a full eight-team bracket.
- Court A: Men's division and Court B: Co-ed division
- Three (3) players on the court at one time. Teams with more than 3 players can substitute teammates in only during a dead ball, before a check or free throw, and notify the opponent.
- A minimum of three players must be present to start the game.
- For the Co-ed Division: At least one of your players must be a member of the opposite gender.
- A minimum of 4 players must be registered on each team & can register up to 8 players on your roster

## 4 | SCORING AND POSSESSION

- A basket inside or on the arc counts one point; a basket from beyond the arc counts two; a free throw counts one. A game ends upon reaching or exceeding 15 points, or when its 15-minute clock expires; the team ahead at expiration wins.
- Toss a coin for the first possession in Game 1; give Game 2's first possession to the other team; toss again for Game 3.
- Streetball possession: after a basket, the scoring team keeps the ball and checks it at the top beyond the arc. After a free throw, the team awarded the free throw retains the check-ball possession specified in Section 7. A check-ball receiver must pass to a teammate before anyone dribbles or shoots.
- On a defensive rebound or steal, the new offense must clear the ball beyond the arc with both feet before attempting a score. An offensive rebound by the team that already had possession needs no new clear.
- After a turnover, out of bounds, violation, or other dead ball, the entitled team restarts with a top-of-arc check. Substitute only during a dead ball before a ball check or free throw and notify the opponent.
- Held balls alternate between teams, with the team that did not start that game receiving the first held ball. Traveling, double dribble, out of bounds, and failure to clear are turnovers, not team fouls. No shot clock; staff may award possession to the opponent for deliberate stalling.

## 5 | CLOCK, TIES, AND INTERRUPTED PLAY

- The 15-minute clock runs through ordinary calls, substitutions, checks, disputes, free throws, and brief injury or safety interruptions. No routine timeouts or added time. Staff stop play and may close a court when continuation is unsafe.
- If tied when the 15-minute clock expires, each team selects one eligible shooter for one free throw per round. Both teams shoot in each round; the first unequal round decides the game. Alternate the first shooter by round.
- A matchup must finish within its assigned court slot. If play cannot safely conclude by the slot end, staff declare the matchup unplayed. Any City-approved makeup replays the entire best-of-three matchup from 0–0; no partial clock, score, possession, or team-foul state carries over. Recorded misconduct or ejections remain subject to Parks & Rec review.

## 6 | SELF-OFFICIATING AND STAFF DECISIONS

- Players call their own violations. A fouled player calls contact promptly; players acknowledge fouls they commit. Examples of fouls include holding, pushing, hitting an arm, illegal body contact, charging, moving screens, and undercutting a shooter. Incidental contact that does not affect play generally is not a foul.
- Captains have up to 30 seconds to resolve a dispute, then ask staff. Do not "shoot for it." When facts cannot be established, replay the prior possession without an unconfirmed foul.
- No Dunking! Dunking may result in a team forfeit.
- No slapping the backboard.
- A Parks & Recreation staff member must be present for each active half court to track score, clock, and team fouls, verify eligibility, settle disputes, and intervene for safety. In-game rulings are final.

## 7 | Team foul penalties

| Foul or situation | Penalty |
|---|---|
| **Ordinary defensive contact, team fouls 1–5** | Offended team gets check-ball possession |
| **Ordinary defensive contact, team foul 6+** | One free throw and check-ball possession |
| **Offensive contact** | Turnover and one team foul; no bonus free throw |
| **Shooting foul, any total** | Count any made basket; one free throw and possession |
| **Unsportsmanlike contact** | One free throw and possession; team foul and misconduct record |
| **Fighting or flagrant dangerous act** | Immediate ejection; one free throw and possession; staff review |

- Count confirmed offensive, defensive, shooting, and unsportsmanlike contact fouls toward the team total. Reset at the start of each game.
- Use only the listed penalty; do not add a second bonus. Free throws are uncontested, without rebounds. Any eligible offended-team player may shoot.
- No automatic foul-out for ordinary fouls. A second staff-assessed unsportsmanlike contact foul in one matchup causes ejection for that matchup. Fighting, attempted striking, threats, or flagrant danger cause removal for the evening pending review.

## 8 | STANDINGS, FORFEITS & RESCHEDULING MAKEUPS

- A team forfeit counts as one matchup loss and two individual game losses; award its opponent a 2–0 matchup wins and two 15–0 administrative game scores.
- Standings lock after the last regular-season matchup and any makeup expressly approved and completed before the playoff seeding deadline. An unplayed Parks & Rec-canceled or unsafe matchup is no contest for both teams unless a full replay is approved; a team-caused failure to appear is a forfeit.

## 9 | PLAYER AND SPECTATOR CONDUCT

This code applies to players, captains, and team-associated spectators at the outdoor court and indoor backup. Each player acknowledges it at registration; captains communicate it to their teams.

**Expected conduct**

- Treat teammates, opponents, staff, and spectators with respect. Make honest and prompt self-officiated calls and acknowledge contact you commit.
- Use the captain and staff dispute process in Section 6 and accept final in-game staff decisions.
- Play under control, protect an opponent's landing space, and follow roster, equipment, facility, weather, and safety instructions. Report injuries and unsafe conditions promptly; leave play when staff directs.

**Prohibited conduct**

- Fighting, attempted striking, threats, intimidation, retaliation, or joining an altercation.
- Harassment, discriminatory language or abuse, directed verbal abuse, repeated hostile taunting, or abuse of staff.
- Intentional dangerous contact, repeated reckless fouling, misuse of self-officiating to disrupt play, refusal of a staff ruling, or repeated delay.
- Throwing or damaging equipment or City property; alcohol or illegal drug use during league activities; or participation while impaired by any substance.

**Enforcement and review**

- Staff may warn, award the offended team one free throw plus check-ball possession for noncontact misconduct, remove a person from play or the venue, or declare a team forfeit for continued disruption. Serious safety conduct can cause immediate removal without a warning.
- A noncontact conduct penalty does not add to the team contact-foul count. A contact foul receives the applicable single penalty in Section 7; do not stack a separate conduct free throw for the same act. A second staff-assessed unsportsmanlike contact foul in one matchup causes ejection. Fighting, threats, attempted striking, or flagrant danger cause removal for the evening pending City review.
- Staff document serious incidents for the Recreation supervisor. Park & Rec Staff determines any further suspension or league or facility restriction under its approved procedures. A participant may provide a written account; an in-game ruling stands while the incident is reviewed. Any fee consequence follows the City's adopted policy.
- The City's separate adopted code of conduct also governs participation and should be attached to the registration materials and this handout.

## 10 | WEATHER, MAKEUPS, AND CITY POLICIES

- Staff advise captains of the indoor or outdoor location by 3 PM on Tuesday and update them if conditions change. Staff may move or cancel play because of weather, unsafe surface, air quality, lighting, or facility problems.
- There are no automatic makeup games. Both captains may propose a date and time for an entire replay. Makeups must finish before playoff seeding closes. Rescheduling / Makeup process:
    - The Recreation Department will share contact information for all team captains to facilitate rescheduling.
    - Captains must confirm the new date and time via email.
    - If a team cannot play the rescheduled game, it will be considered a forfeit.
    - The winning captain should report the final score to the Recreation Department.
- A City cancellation that cannot be made up is recorded as no contest, not a team forfeit. A team that misses a scheduled or approved makeup through its own failure to appear forfeits under Section 8.
- The City's adopted refund policy governs registration fees, cancellations, and withdrawal. The City's adopted code of conduct governs discipline; both policy texts are to be supplied with this handout and registration materials.

## 11 | PLAYOFF GUIDELINES

- Number of teams will qualify for the playoffs depending on the number of teams that are in the division. An even number of teams will qualify for the playoffs, whether that is 4, 6, or 8 teams.

- Playoff seeding will be determined first according to the overall league record of the division. Teams with identical records will be seeded by the following tie-breakers:
    - Head-to-Head Record: Tie goes to the team that has won more head-to-head matchups.
    - Head-to-Head Point Differential: Tie goes to the team with the highest point differential among Head-to-Head matchups.
    - 3. Overall Point Differential: If teams are still tied after the previous two tiebreakers, the tie goes to the team with the highest overall point differential.

*Note: Park & Rec staff may make reasonable adjustments to tie-breakers at their discretion to accommodate the unique differences of each season. League rules are simplified local streetball rules and differ from official FIBA 3x3 rules.