



7/26/10

SUMMARY

- ❖ Format 3-on-3. In co-ed division, at least one female must be on the court at all times
- ❖ All matches will consist of a 6 round-robin games among 3 teams with each team playing the other 2 teams twice. Matches last 75 minutes. **For each win, a team receives 3 points in the standings. For each tie, a team receives 1 point in the standings. No points are awarded for a loss either in regulation or overtime.**
- ❖ Each game within a match lasts 10 minutes with running time, **stop time in last minute if point differential is 6 points or less.**
 - If the point differential goes up to 7 points on a foul shot, the clock starts running immediately.
- ❖ If a game reaches the time limit in a tie, the teams will go into **1-minute overtime (running clock for first 30 seconds). Fouls do not carry over. Each team will shoot foul shots on the 2nd foul, and-one if the 2nd foul occurs on a made basket. The clock will stop on all dead balls if the point differential is 6 points or less. If the game is still tied after 1-minute overtime, each team will receive 1 point in the standings.**
- ❖ Each regular field goal is worth 2 points. A successful shot from behind the 3-point arc (19'-9") is worth 3 points. Foul shots are worth 1 point
- ❖ The ball will change possession after each basket scored (i.e., loser's out)
- ❖ ZogSports will provide referees for all games. They will keep the game time and call all fouls (5 team fouls per team before shooting fouls)
- ❖ **Starting with the 6th foul, teams will shoot 2 foul shots with change of possession on a made 2nd shot or a live ball on a missed 2nd shot. If the 6th foul occurs on a made shot, the individual will receive 1 foul shot.**
 - **NEW: If a team has committed less than four (4) fouls with 60 seconds or less remaining in the game, they will be permitted only one more foul before the other team shoots foul shots. If the first foul in the final minute is the 6th team foul, free throws will result as normal.**
- ❖ You must take the ball back to the marked 3-point line or to the top of the key on every change of possession, clearing the line with both feet (even on air balls and steals)
- ❖ There is an "unwritten 30-second shot clock"
- ❖ The team not playing (waiting for "next") will provide 1 ref assistant for the game to keep score and track team fouls. (Teams failing to provide ref assistants will incur penalties)
- ❖ Team **must bring their own** basketball to the game. If none of the three teams bring a ball they will forfeit
- ❖ Any unsportsmanlike behavior may result in that player/team being suspended/removed from participating in all ZogSports leagues for one year

TEAM SIZE

- ❖ Each team can have three players on the court at one time. Co-ed teams can have up to 3 women on the court, but must have at least 1 on the court at all times
- ❖ Teams are unable to begin a game with less than 2 players, and co-ed teams must have 1 female to begin the game
- ❖ Teams must start at game time if the minimum number of players are present
- ❖ Rosters are not limited to size, but no additional players will be added to the roster after the teams' 3rd game. ZogSports suggests rosters of 6-8 players so that at least 4-5 can make each game. **PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE WAIVER**



FORFEITS

- ❖ **Please don't forfeit.** Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 2 (two) players including 1 (one) woman (co-ed only) to start a game.
- ❖ Teams forfeit 1 game for every 10 minutes past game time that they do not have enough players. If no one is there by 20 minutes past game time, the team forfeits the match and the teams that are present win their games against the forfeiting team.
- ❖ **No one may play without signing the Waiver.** (See forfeit penalties and notification at the end of the rules.)
- ❖ **New-**In case one team forfeits the other two teams will play 2 20-minute running time games with a 2-5 minute halftime break. All rules on clock stopping in last minute apply only in the second half. After the games are completed they are free to scrimmage or shoot until the allotted time is completed. In the 20-minutes games, fouls reset in the second half.

PICKING UP PLAYERS

- ❖ You should be able to field a team with only roster players. **Only players on your roster are allowed to play if you want the game to count in the standings. If you pick up another ZogSports player to complete your team, the games can still be played, but will officially be a forfeit. A team is never allowed to pick-up a non-ZogSports player to join their team even if the game does not count.**
- ❖ Since ZogSports wants everyone to play when they show-up at the gym, although it will be an official forfeit we strongly encourage you to ask ZogSports members to join your team or share players with your opponent to get a full a squad if your team is short players.

UNIFORMS/FOOTWEAR

- ❖ Team Shirts provided by ZogSports.
- ❖ If players don't have the team jersey with them, ZogSports requires that you wear similar colors to the rest of the team.
 - **IMPORTANT: If teams do NOT have the correct color shirts, their opponent will receive technical free throws before the game. The amount of free throws will be the difference in non-color shirts between the two teams.**
- ❖ **At all gyms, ZogSports strongly recommends wearing basketball sneakers with flat-bottoms and appropriate ankle support. Cross-trainers are discouraged. NO RUNNING SHOES ALLOWED ON THE COURT.**

REFEREES

- ❖ ZogSports will provide a head referee for each game.
- ❖ Any questions, complaints, or comments shall be taken up with the head referee. Only the team captain may be the spokesperson for his/her team.
- ❖ Each team is responsible to provide at least 1 (one), preferably 2 (two) referee assistant(s) for the games within your match that your team is not playing. This rule has been used successfully in numerous leagues across the country and is a great way to break the ice and meet people from other teams. Since the ref assistants are so important to good games, **THIS RULE WILL BE STRICTLY ENFORCED.**
- ❖ The head referees are responsible for calling all violations, managing the game clock and running the set of six games. The referees have final say on all calls.
- ❖ The referee assistants are responsible for keeping track of the score and the total number of fouls per team in each game.
- ❖ Inadvertent whistle - If a referee inadvertently sounds his/her whistle during a play, the play is immediately dead.



SCORING AND GAME TIME

- ❖ Each match consists of six 10-minute games with running time. **NEW: The clock will stop in the final minute of each game only if the point differential is 6 points or less at any point with 1-minute or less remaining in the game. If the point differential goes up to 7 or more the clock will run until the deficit goes back down to 6 or less.**
- ❖ A field goal is worth 2 points
- ❖ A successful shot from behind the designated 3-point line (19'-9") is worth 3 points. The player must have both feet completely behind the line when initiating the shot
- ❖ A free throw is worth 1 point. **Starting with the 6th foul, teams will shoot 2 foul shots with change of possession on a made 2nd shot or a live ball on a missed 2nd shot. In OT teams will have one foul to give before shooting the bonus on the second foul**
- ❖ Stalling goes against the fun principles of the game. An "unwritten 30-second shot clock" is in effect at all times, and may be enforced by the referee at their sole discretion. Failure to attempt a shot in 30 seconds, after being advised by the referee, will result in loss of possession. In addition, neither team can stall in the last five seconds of a game in a ball-check situation, or the last 15 seconds of a game in a free-throw situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass

TIME OUTS AND SUBSTITUTIONS

- ❖ Each team is allowed one (1) 30-second time out per game
 - **Teams DO NOT receive an additional time out in overtime. A team may only call time out in overtime if the team did not use their time out in regulation.**
- ❖ Player substitution is permitted in any dead ball situation

POSSESSION, START OF PLAY, LIVE/DEAD BALLS

- ❖ The first team listed on the schedule gets the ball first in the first three games. The team that does not start with possession in the first game gets possession the second time the two teams meet. The team that does not start with the ball in each game gets the ball in overtime (if necessary).
- ❖ **NEW: Before the game starts, if a team has players not wearing the correct team color the opposing team will get technical free throws for the difference in the amount of players.**
 - **For example, if Team A has one player not in the correct color and Team B has two players not in the correct color, Team A will be awarded one free throw before the game starts**
- ❖ The ball changes possession after each basket (i.e., losers out).
- ❖ Jump balls will be called by the referee. **All jump balls go to the defense** (not alternating possession). (Exception: On all double fouls, the ball shall remain with the offense.)
- ❖ Checking the ball – the ball must be checked to an opposing player from the top of the key before it is put into play. **The player must pass the ball in to a teammate to start play** i.e. no shooting off the check or dribbling before passing. **Failure to pass the ball will result in a turnover.**
- ❖ **The first pass should be made within 5-seconds of receiving the check ball from the opponent.**
- ❖ After all fouls and violations, play will resume by checking the ball at the top of the key.
- ❖ All balls out-of-bounds will be taken out at the top of the key.
- ❖ The ball must be taken back behind the 3-point line with both feet on every change of possession (even on air balls and steals). Violation occurs only if a team failing to properly "take it back" takes a shot. **A made basket will not count and possession will go to the other team.**
 - **When "taking back", the player must have both feet behind the take back line.**



- ❖ The offensive team cannot have the same person stand "in the paint" for more than 3-seconds in a row.
 - The offensive player must clear the lane with both feet before reentering. One foot in the lane is still a 3-second violation.
- ❖ The top, bottom and sides of the backboard are in play, however the back of the backboard and the support structure are not in play.
- ❖ After all fouls and violations, play will resume by checking the ball at the top of the key.
- ❖ All balls out-of-bounds will be taken out at the top of the key.
- ❖ Any infraction of these rules results in loss of possession.

PRE-GAME AND WARM-UPS

- ❖ Both teams will warm-up at the same time prior to the start of the game.
- ❖ Teams will be provided a 2-minute warm-up prior to the games start, but games will start promptly when official blows the whistle.
- ❖ Teams should be at the gym 10-15 minutes prior to the scheduled game time.
- ❖ No dunking in warm-ups or games

FOULS AND VIOLATIONS

- ❖ The referee will call all fouls. All fouls are common fouls. The ref assistant will keep track of all fouls
- ❖ For the first five (5) fouls in each game, shooting or non-shooting, the ball is taken by the fouled team at top of the key to resume play. If the shooter makes the shot the basket counts and the defense gets the ball
- ❖ **Beginning with the sixth (6th) team foul, the player fouled will be awarded two (2) free throws. If the player is fouled in the act of taking a 3-point shot the player will be awarded three (3) free throws. The ball is dead after the 1st shot (or 1st and 2nd shot in the case of a 3-pointer). If the player makes the 2nd shot, the other team gets possession. If the player misses the 2nd shot, the ball is live.**
- ❖ **Additionally, after the 5th foul, if the shooting team is fouled in the act of shooting and the shot is scored, the points shall count and the shooting team shall shoot 1 shot. If the player makes the shot, the other team gets possession. If the player misses the shot, the ball is live.**
- ❖ **In OT each team will shoot foul shots on the 2nd team foul.**
- ❖ **NEW: If a team has committed less than four fouls with only one minute remaining in the game, they will be permitted only one more foul before the other team shoots foul shots. If the first foul in the final minute is the 6th team foul, free throws will result as normal.**

- ❖ All technical, flagrant or intentional fouls count as team fouls
- ❖ Technical fouls – at the referee's discretion for inappropriate arguing and/or other behavior
 - Team shoots 1 free throw
 - Team captain may select player to shoot
 - The offended team will retain possession of the ball whether the shot is made or missed
 - Two technical fouls will result in the player being automatically ejected from the game
- ❖ Flagrant fouls – a contact foul intended to hurt an opponent or a non-contact foul involving vulgar language or verbally abusive behavior
 - Team shoots 1 free throw
 - Team captain may select player to shoot
 - The offended team will retain possession of the ball whether the shots are made or missed
 - One flagrant foul will result in the player being automatically ejected from the game



- A second flagrant foul by the same team will result in an automatic team forfeit for that game
- ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, WILL BE EJECTED FROM THE LEAGUE.
- ❖ Intentional fouls – a contact foul designed to neutralize the obvious advantageous position of opponent
 - Team shoots 1 free throw (no matter what number foul it is)
 - The offended team will retain possession of the ball whether the shots are made or missed
 - Continuous intentional fouling by a team or player may result in ejection from the game at the discretion of referee

SPORTSMANSHIP

ZogSports is a charity-focused, social sports club for young professionals. Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the referee or ZogSports staff may result in suspension and/or ejection from a game or the league.

SUSPENSIONS/EJECTIONS

- ❖ Any player(s)/team(s) that are involved in a fight will be suspended from all ZogSports Leagues for life. Any teams will forfeit all remaining games.
- ❖ Any excessive contact will result in a foul and ejection of player.
- ❖ Any player abusing the referee will automatically be ejected from the game without a warning.
- ❖ A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit.

MISCELLANEOUS

- ❖ If a player is bleeding or has blood on his/her skin, shirt, shorts, etc. must leave the game until the bleeding stops and/or blood is washed off uniform/skin
- ❖ The team captain is the team spokesperson, not a coach, spectator or other player

TIE BREAKERS FOR PLAYOFFS/SEEDINGS

1. Head-to-head competition (among all tied teams)
2. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
3. Number of wins
4. Record against next best common opponent
5. If team forfeited or did not send of referee assistant, loses tie breaker if others don't resolve seeding

PLAYOFFS

- ❖ The Playoff format will not be a round robin. 2 teams will play per court and play best 2 out of 3 14-minute games with 3-minute overtime if necessary. All foul and possession rules will stay the same.

OVERTIME

- ❖ **New - During regular season play, if a game reaches the time limit in a tie, the teams will go into a 1-minute overtime with team not getting ball to start the game, getting 1st possession in OT. Fouls do not carry over. Each team will shoot foul shots on the 2nd foul, and-one if the 2nd foul occurs on a made basket. The clock will stop on all dead**



balls if the point differential is 6 points or less. If the game is still tied after 1-minute overtime, each team will receive 1 point in the standings.

- ❖ Playoffs – 3-minute running time format applies (**stop time in last minute if point differential is 6 points or less**) with team not getting ball to start the game, getting 1st possession in OT; if tied after 1st OT, 1-minute OT's until winner (alternating 1st possession)

NO REFEREE ASSISTANT PENALTIES

Teams failing to provide a referee will incur the following penalties:

- ❖ First Time: Team will start first game of next match down 8-0; if late by 10 minutes or less 4-0
- ❖ Second Time: Team automatically gets a loss added to its record
- ❖ Third Time: Team is removed from playoffs.
- ❖ Playoffs: Team will start their first game of the match down 12-0.

FORFEIT PENALTIES AND NOTIFICATION

Penalties

First Offense: Loss of game and warning issued

Second Offense: Loss of game and removal from the playoffs

Third Offense: Removal from the rest of the schedule

Notification

- ❖ If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12 pm on the day of the game at info@zogsports.org. It is not considered notification unless you receive a reply.
- ❖ If your decision is not made until after 12pm, you should still try to reach ZogSports, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.
- ❖ There is no additional penalty if you show up short-handed (and need to add other ZogSports players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play.
- ❖ Once ZogSports is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.