



Isle of Wight Basketball Club
Wight Hoops 3x3 League Rules
September 2022

- Teams to pay £12 per session on arrival.
- In the event of a colour clash. The second named team to wear club bibs.
- All players and officials must have a Basketball England Local League License for the current season.
- No license no play!
- In the event of anything occurring that is not covered by these rules the committee will meet and make a decision.
- All decisions made by the committee will be final.
- These rules are extracted from the FIBA 3X3 rules used by Basketball England.

I. Court & Ball

- I.1. The Games will be played on half of a regulation basketball court with one hoop.
- I.2. An official size 6 3X3 match ball shall be used.

II. Teams

- II.1. Teams are to consist of a maximum of 4 players. (3 players on the court and 1 substitute).
- II.2. Teams are to be submitted and approved prior to the agreed deadline. Any team that is submitted after this deadline is subject to approval by the committee and may be rejected.
- II.3. Any new players that are added to teams or swapped for other players must play 60% of the season to be eligible for the Play-offs. However, if circumstances such as injury occurs during the season (and less than 50% of the season is remaining), and a new player wishes to join that team in place of the injured player, it must be agreed by the committee prior to the inclusion of said player.
- II.4. The '3' agent team shall only consist of players who do not already have a team to play for; and any games played against this team will not count towards the league standings.
- II.5. Only two past or present players who have played in the Island games are permitted in the same team.

III. Game Officials

- III.1. Each game shall consist of 1 referee, and 2 table officials (1 qualified scorer, 1 timekeeper).
- III.2. Teams that are waiting to play/not playing shall provide a referee and table officials to officiate the matches.
- III.3. Teams that play in the first games of the night shall provide a referee and table officials to officiate other matches.
- III.4. If there are not enough table officials, then substitutes from each of the teams playing will fill the table official rolls, and will switch with team members when a substitution occurs.

IV. Beginning of the Game

- V. The game must start with 3 players from each team on the court.
- V.1. The referee will toss a coin between team captains to decide who starts the game with a 'checkball'.

VI. Scoring

- VI.1. Every successful shot outside of the arc (3-point line) shall be awarded 2 points.
- VI.2. Every successful shot inside of the arc (3-point line) shall be awarded 1 point.
- VI.3. Every successful free throw shall be awarded 1 point.

VII. Winner of Game

- VII.1. A game will be the first team to score 21 points or the team with the most points at the end of the 10-minute playing time. If overtime is required the first team to score 2 points wins.
- VII.2. A team will lose a game by forfeit if a team does not include 3 or more players at the designated game slot given for the night, and has not communicated their unavailability to play within a sufficient timeframe. The team that won by forfeit will be given a score of 15 – 0; and will also receive 3 points for the win.

VIII. Fouls/Free Throws

- VIII.1. The only fouls that go against a player are US and DQ Fouls. All other fouls are recorded against the team. The first US fouls is awarded 2 Free Throws. All subsequent US fouls are 2 Free Throws and possession. After a second US foul on the same player, they must leave the game and. A DQ is awarded it is 2 Free Throws and possession and the player must leave the game and the playing area. US and DQ Fouls count as 2 Team fouls.
- VIII.2. After 6 team fouls all fouls will be awarded 2 Free Throws. After 10 team fouls 2 Free Throws and possession shall be awarded.
- VIII.3.
- VIII.4. Technical fouls shall always be penalised with 1 free throw and possession.
- VIII.5. Usual offensive and defensive foul rules are to apply during each game.
- VIII.6. If a player is fouled in the act of shooting, and the shot is successful (regardless of being a 1pt or 2pt shot), they will be awarded an additional FT. The ball is live after the ball has been released from the hands of the FT shooter.
- VIII.7. If a player is fouled in the act of shooting, and the shot is not successful, the shooter will be awarded a number of FT's equal to type of shot (1pt shot, 2FT's; 2pt shot, 2FT's). The ball is live after the last FT, when the ball has been released from the hands of the FT shooter.

IX. How the ball is played

- IX.1. Following each successful field goal or last free throw, the defensive team must pass the ball to a team mate outside the 3-point arc before they can attack the basket. The team that scored must not delay this happening or a T Foul is awarded.

IX.2. When a field goal or last free throw is not successful:

(a) If the offensive team rebound the ball, they may attempt to score without 'clearing' the ball out of the three-point line.

(b) If the defensive team rebound the ball, they must 'clear' the ball by having both feet and the ball outside the three-point line.

IX.3. During any change of possession of the ball (offensive to defensive) through blocking a shot or stealing it from the opposing team, the ball must be 'cleared' past the three-point line as mentioned in VII.2. (b).

IX.4. If a player with possession of the ball or the ball goes out of bounds at the baseline or the sideline it is to be played from where the out of bounds occurred. If the ball or player with possession of the ball goes out of bounds at the half way line, the ball is to be inbounded at the top of the three-point line.

IX.5. When the offensive team prior to an out of bounds is awarded the inbound, they can play the ball into the three-point line without clearing; this is applicable at both sideline and baseline inbound plays. If the defensive team receives the inbounds instead, the ball must be cleared past the three-point line prior to starting the offense.

X. Substitutions

X.1. Any member of the team may ask for a substitution during a dead ball situation or prior to playing the ball. The ball must be handed to the Referee while the substitution is taking place.

XI. Time-outs

XI.1. Each team is allowed 1 time out during the game at any dead ball situation.

XI.2. Time-outs will be 30 seconds in length.

XII. Team Standings

XII.1. During the season each team will play each other three times

XII.2. The winning team of each game will receive 3 points, and the team losing team will receive 1 point. A team who forfeits the game for any reason will not receive any points.

XII.3. Standings are to be calculated by the points accumulated throughout the season, with the team with the most points being 1st, second most coming 2nd, etc.

XII.4. If two or more teams have the same number of points, the standings shall be decided through point differentials.

XIII. Seeding for Play-offs

XIII.1. Seeding for Play-offs is determined by the position each team comes during the 'regular season'.

XIV. Play-offs

XIV.1. Play-offs are to be best of three games series (first team to win two games). The team which wins the series will proceed to the next round and the losing team will be knocked out of contention in the play-offs.

XIV.2. The format of the play-offs will be as per *Figure 1* below.



Figure 1: Play-Off Bracket
(To be adjusted to suit the number of teams)