



MEN'S 3v3 BASKETBALL LEAGUE RULES AND REGULATION

Regular Season Play

1. Regular season play will be round robin format with each team guaranteed 16 Regular season games and 1 playoff game.

Post-Season Tournament

1. A single-elimination post-season tournament is played immediately following the regular season schedule.
2. All teams in the league will make the postseason tournament. Number of teams will be determined by the size of the league.

League Responsibilities

1. The Marlton Field House is responsible for taking registration, designating rules and regulations, and providing a game ball, first aid supplies, officials and scorekeepers for each match. The MFH staff person responsible for league supervision reserves the right to interpret and/or change any of the league rules at his/her discretion.
2. The Score Keepers are responsible for score keeping and time duties.
3. Officials are responsible for calling and controlling the game. All officials' decisions are final. **Protests are accepted only in player eligibility cases.**

Player Conduct

1. Team Captains are responsible for the conduct of their respective team members. The Team Captain (or Assistant Captain if the Captain is not present) is the only team member who may address or confer with the official or scorekeepers.
2. Any player showing signs of intoxication will not be permitted to play and will be asked to leave the premises.
3. Profanity will not be tolerated. Players in offense will receive a technical foul.
4. Any player, manager, or spectator charged with two technical fouls in one game for unsportsmanlike conduct shall be ejected from the game. Continued misbehavior after a technical foul could result in the offending player's team forfeiting the game.
5. Three technical fouls called on a team for unsportsmanlike conduct in 1 game will result in forfeiture of that game.
6. Fighting of any kind will result in immediate ejection from the game, removal from the premises, and result in the offending player(s) being suspended for a duration to be determined by the MFH Director/Operations Manager which could include banning from the league altogether.

7. Any individual ejected from a game for any reason, excluding fouling-out, will receive a minimum one-game suspension, rendering him ineligible for the next scheduled game.
 - a. The MFH Director/Operations Manager reserves the right to increase or decrease any suspensions from league play at his/her discretion.
8. The MFH Director/Operations Manager may expel any player, manager, team, spectator, or individual from league play for any action which interferes with the orderly progress of the game (i.e. fighting, flagrant rules violations, harassment of officials, players, spectators, etc.)

Miscellaneous

1. Each team is allowed one forfeit. A second forfeit will result in a \$50.00 fine assessed to that team. This fine is due at 4:00 p.m. the Friday prior to that team's next scheduled game. Failure to pay before the next regularly scheduled game, or a third forfeit, results in that team being dropped from league play, with no monies returned to them.
2. Teams are responsible for the conduct of their spectators. Children must be supervised throughout the game, by an adult NOT playing in the game, and should not be permitted to run around the facility, bleachers, etc.
3. Dunking is allowed, but player damaging equipment as a result of dunking will be required to pay repair and/or replacement costs.

Art. 1 Court and Ball:

The game of 3x3 is played on a half court with one basket. A size 6 ball is used in all official competitions.

Art. 2 Teams:

Each team shall consist of 3-6 players (3 players on the court and up to 3 substitutes).

Rosters must be turned in prior to the SECOND game of the season.

2.1. Roster Changes

- Roster additions or changes are not permitted after the start of the THIRD week of games, with the exception of a player's injury (with a doctor's note) or job transfer/shift change (with a note on company letterhead).

2.2. Player Eligibility

- Player eligibility must be challenged prior to the end of the 1st half and may be made by the opposing team captain or MFH staff.
- The offending captain must then prove eligibility to the satisfaction of the opposing captain or staff person, remove the player from the game before play proceeds or play with the knowledge that if the protest is upheld, the game will be forfeited.
- If the player proves to be eligible, the game stands as played; if ineligible, the game is forfeited. All games played with ineligible players shall be declared forfeits.
- Any player whose eligibility has been challenged and does not have an acceptable form of identification at the game site will be declared ineligible for that game.

Art. 3 Game officials:

The game shall consist of 1 referee and 1 time/score keepers.

Art. 4 Beginning of the game:

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3. The game must start with three players on the court.

Art. 5 Scoring

5.1. Every successful shot inside the arc shall be awarded 1 point.

5.2. Every successful shot behind the arc shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a game

6.1. The regular playing time shall be as follows: Two periods of 10 minutes playing time. The clock shall be stopped only during timeouts and injury situations. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

6.2. The first team to score 40 points or more wins the game if it happens before the end of regular playing time.

6.3. If the score is tied at the end of playing time, no extra period of time will be played.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with 20-0 or 0-20.

6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited (See art. 6.4), while in either case the defaulting team's score is set to 0.

Note: if a game clock is not available the running time's length the score limit will be in line with the game's duration. 20 minutes/21 points).

Art. 7 Fouls/Free throws

7.1. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always

awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

7.5. Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

Art. 8 How the ball is played

8.1. Following each successful field goal or last free throw (ex article 7.5):

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

8.2. Following each unsuccessful field goal or last free throw (ex article 7.5):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.4. A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.

8.5. In the event of a jump ball situation, the defensive team shall be awarded the ball.

Art. 9 Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

- If a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 10 Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Art. 11 Time-outs

One 30-second time-out is granted to each team per half. A player can call the time-out in a dead ball situation.

Art. 12 Standings of teams

All teams will make the postseason with game being played as followed:

Round 1 and 2 will be played on the same day.

Semi-final (Round 3) and Championship (Round 4) will be played on the same day

- Winners move on
- No consolation games will be played

Art. 13 Seeding rules

Teams are seeded in correlation to their amount of wins. In case of a team with the same standings tie breakers will go as followed:

- 1. Any team with a forfeit during the regular season automatically loses all ties
- 2. Most points scored in a season.
- 3. Point differential in head-to-head competition
- 4. Overall point differential from league session