



WMBA 3on3 Summer League Rules

Official FIBA Basketball Rules apply for all game situations not specifically mentioned below. Version: June 2015. Revised rules bolded

1	TEAM ROSTER	All games must start with a minimum of 3 players per team. A minimum of 4 players must be registered to a maximum of 5 players per team. The 25 minute game clock will begin at the scheduled time of the game whether teams are ready to play or not. All player names must appear on the scoresheet prior to the game beginning with the first player listed being designated as the "Team Captain" who will be the only player permitted to speak for the team. Games will be defaulted to the opposing team after five (5) minutes from the scheduled start of the game if the other team fails to provide the minimum of 3 players. A default will be recorded as a 21-0 win for the opposing team. The court supervisor will hold the authority on the 'official time'.
2	THE COURT	The dimensions of the 3on3 court will be played on a 'half-court' with the traditional half-court line, sidelines and baseline being used as the playing surface. The traditional '3-point line' (worth 2 points) and the marked key will be used in all games. The top, sides, and bottom of the backboard are INBOUNDS. The metal support pieces from the top base unit to the backboard are OUT-OF-BOUNDS.
3	BALL SIZE	A size 7 basketball will be used for all Male divisions. A size 6 (28.5) basketball will be used for all Female divisions.
4	GAME DURATION	1 x 25 minute running time game with a 5 minute break between games.
5	INITIAL POSSESSION	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.
6	SCORING	One (1) point will be awarded for all made field goals taken inside the marked arc and two (2) points will be awarded for all made field goals taken outside the marked arc. Both the shooter's feet MUST be clearly and completely beyond the 2-point line for the basket to count as more than one point.
7	GAME SCORE LIMIT	The first team to score 21 points per game OR when the 25 minute game time expires (which ever occurs first) will win the game. The court supervisor will call out the time remaining if / when the time reaches 5 minutes, 2 minutes and 30 seconds remaining in the game.
8	OVERTIME	If the score is tied at the end of the set 25 minute time period, the first team to score two (2) points (not baskets) within a 5 minute time limit will win the game. If the 2 points are not scored by the end of the 5 minutes, the team with the single point will win the game. If the game is still tied at zero or one at the end of the 5 minutes, the game will be recorded as a tie. See the 'Initial Possession' rule above for details on who starts with possession in overtime.
9	SHOT CLOCK	A 24 second shot clock will be enforced by the referee who will count out the last 10 seconds of the possession if required.
10	POSSESSION FOLLOWING A FIELD GOAL	Following each successful field goal or last free throw, 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. THERE IS NO 'CHECK BALL' ACTION AFTER ANY SUCCESSFUL SCORE.
11	POSSESSION FOLLOWING A VIOLATION	The opposing team will gain possession at the top of the arc and "check the ball" to the opposing defender to resume play 'live off the top'.
12	POSSESSION FOLLOWING A STEAL, TURNOVER, AIR BALL OR DEFENSIVE REBOUND	The ball must be passed or dribbled anywhere beyond the arc with both feet clearing the line. No 'ball check' is required. The "Air ball" rule is not in effect. The ball must be cleared after every shot, make or miss. Failure to "clear" the ball will result in a warning on the first violation, then a loss of possession every time after.
13	POSSESSION FOLLOWING A JUMP BALL SITUATION	In the event of a jump ball situation, the defensive team shall be rewarded the ball requiring a "check of the ball" at the top of the arc.
14	FOULED IN THE ACT OF A MADE FIELD GOAL	Only team fouls will be assessed. Fouls during the act of shooting followed by a successful field goal will be awarded one (1) additional free throw.
15	FOULED IN THE ACT OF A MISSED FIELD GOAL	Only a team foul will be assessed. Fouls during the act of shooting inside the arc shall be awarded one (1) free throw. Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.
16	FREE THROW PROCEDURE	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 subject to art. 15. 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. Free throws will see a traditional line up and a missed free throws will be a 'live ball' however the defensive team must still 'clear the ball'. A made free throw will see a player from a non-scoring team 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. THERE IS NO 'CHECK BALL' ACTION AFTER ANY SUCCESSFUL SCORE.
17	FOUL LIMIT PER PLAYER	There are no foul limits per player, only the team fouls will be counted.
18	TEAM FOUL LIMIT & PENALTY	Once a team reaches 7 team fouls per game, the opposing team will shoot two (2) free throw worth one (1) point each using the Free Throw Procedure indicated above. Once a team reaches 10 fouls in a game, the opposing team will shoot two (2) free throws (with no line-up) worth one (1) point each and regain possession after the shots. All team fouls will carry over into the overtime period.
19	FIGHTING AND FLAGRANT FOULS	Players removed for fighting in a league game will be automatically suspended for one (1) game to be served at the team's next immediate scheduled game. Players called for any flagrant foul will be immediately ejected from that game. Neither situation is appeal-able. Repeat offenses will be subject to further action by the league if warranted. There will be NO game protests accepted. Appeals on referee decisions will not be entertained. Rulings on situations not addressed within these rules will be made at the discretion of the WMBA.
20	TECHNICAL FOULS / ZERO TOLERANCE POLICY / CODES OF CONDUCT	Referees can assess technical fouls - without warning - for offensive language, taunting, excessive arguing or unsportsmanlike conduct as deemed by the referee. If a player receives a technical foul, the opposing team will shoot one (1) free throw and retain possession of the ball. In a double technical foul situation, no free throws are awarded and the team which had possession of the ball before the double technical fouls were called retains possession of the ball. If any player is less than cordial to the referees, they may be suspended for the game or the league. The league does not recognize non-playing coaches as part of the team. These "coaches" can be asked to leave the game site at any time. Good sportsmanship is expected at all times. Please remember that this event will take place in a family first oriented facility and negative behavior will not be tolerated.. All league teams must abide by the WMBA Zero Tolerance Policy and Basketball Manitoba's Codes of Conduct. Teams found to not be following these policies and codes will be removed from the league with no refunds. A Zero Tolerance technical will be issued when a player or coach challenges an official's decision, a technical foul will be called. The referee, with the support of the Court Supervisor, has discretion to immediately eject the player. If another technical foul for abuse is called, their team will forfeit the game.
21	SUBSTITUTIONS	Substitutions will only be permitted during a 'dead ball' situation or at the sound of a referee's whistle.
22	TEAM CAPTAIN	The Team Captain is the sole representative for their team. The captain has the right to speak with the referee for an explanation of any rules. There will be NO PROTESTS permitted. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue.
23	REFEREES	One referee will be used per half court and will be positioned under the basketball along the baseline.

24	SCOREKEEPER	Scores, personal fouls and teams fouls will be kept by the referee using the provided scoresheet, pen and clipboard.
25	TIME-OUTS	Each team will only have 1 timeout during game play.
26	PLAYER ELIGIBILITY	The players listed on the roster at the time of registration are the only players eligible to participate in the league. The WMBA reserves the right to request identification from players at any time during the event. All participants are required to carry personal picture identification at all games. (Birth Certificate for minors). Information provided to the WMBA at registration is the basis for division creation. Any false information is grounds for disqualification.
27	GAME RESULTS	It is the responsibility of the Team Captain of the winning team to enter the game result in the "team admin" section at http://wmba3on3.leaguetoobox.com within 48 hours of the completion of the game.
28	PLAYOFFS & TIE BREAKERS	All league rules will remain identical for all playoff games with all teams making it into the playoffs. The League Statistician will use the Tie Breaking Procedures as indicated on the WMBA website to determine the final playoff seeding.
29	SMOKING, ALCOHOL AND GARBAGE	There is a strict no-smoking or open alcohol policy in effect for everyone (players, coaches, referees, staff, volunteers and spectators) on the club or school property at all times as per City of Winnipeg By-law 62/2011 and the Manitoba Liquor Control Act. All teams must ensure they place all garbage and recycling in the proper place at the end of each game.
30	REFUND POLICY	There will be NO refunds of registration fees available to teams who withdraw or are removed from the league passed the set registration deadline. Full refunds will only be issued to teams who withdraw from league play PRIOR to the registration deadline.
31	WEATHER POLICY	The WMBA league office will make a decision by 1:00 pm on game day if all league games are to be cancelled for the day due to inclement weather. The cancellation information will be communicated on the league's website, Facebook and Twitter feeds found at wmba.ca . The on-site Court Supervisor will make the final call if the game is to be delayed or cancelled. The league will be using Environment Canada's '30-30' lightning rule which states "when you can count 30 seconds or less between lightning and thunder, the current game will be automatically cancelled and everyone is to head for safe shelter. The site will remain delayed for 30 minutes AFTER the last clap of thunder. In the event of heavy rain, the game will be delayed (with time running) for as long as 15 minutes for the weather to clear. After that point, if the weather continues to be a factor, the game will be cancelled at the call of the court supervisor. The WMBA reserves the right to reduce the number of scheduled games or shorten games due to weather or other unforeseen circumstances.
32	RESCHEDULED GAMES	The WMBA will reschedule as many as two (2) games per team during Week 4 of league play. All rescheduled games will be played the last Thursday before the playoffs begin. Teams have the option to replay rained out games in excess of two (2) games on their own under the following conditions: 1. Both teams must agree to replay the game at a future time and place; 2. The game must occur at one of the WMBA recognized league outdoor courts and not occur during a prior scheduled game in any division; 3. The game must use the same league rules and policies but will NOT be refereed by a league official as it will be played unofficiated style of game; 4. All rescheduled games must be completed by the last day of Week 7 in the schedule to be recognized; 5. Both teams will be awarded one (1) point each in the standings for playing the game regardless of the outcome. If the game is not played zero (0) points will be awarded in the standings. Captains of both teams must confirm the occurrence of the game with the league by email (info@wmba.ca).

DEFINITIONS

"The Arc" - The marked semi-circle line marked from the back of the rim, traditionally referred to the '3-point line' in 5 on 5 full court basketball.
"Clear the Ball" - The ball is considered "cleared" or "behind the arc" when the offensive player in possession of the ball has both feet behind the marked two point line.
"Check the Ball" - The act of the defense giving the ball to their opponent at the top of the 2-point arc. The defender must allow the offensive player to have complete possession of the ball before any steal attempts are made.
"Complete possession of the ball" - The offense having enough control of the ball to begin their offensive action OR a one second count if the offense is stationary.

