

NH Sportsplex 3x3 Basketball League Rules



Scoring & Sets

Keeping score in this league is similar to how standardized basketball games operate...with 2-point and 3-point shots awarded as normal. Free throws, however, are the odd ball out. One free throw is awarded during shooting fouls and bonus fouls, worth two points. 3x3 games are played to 25 points, but the game isn't limited here. We play games in three sets, where each one is played to 25 points. Games are not played "win by 2," it is won by the first team to reach the target score. To avoid sets from long duration, if the timed set of 12 minutes ends before either team can reach 25, the higher score wins. If it is tied, then the current play will continue with the next score winning the set. When a team wins two of these sets, they will take the overall win for the game. However, even if a team was to win the first two sets of the game, the third set will be played. Although team standings will be determined by overall win-loss record, total set wins will determine tie-breakers come playoff time.

For example, if two teams are tied for 3rd place...total set wins + set differential (PD) will be reviewed for tie breakers. If one team has 18 total set wins and the other has won 20 sets, the team who won 20 sets would finish higher. If there are an odd amount of games played between two teams, then the set differential will be considered.

Violations & Penalties

Regular basketball violations/foul calls will be applied to the 3x3 League (travels, double dribbles, common fouls, etc.). The only rule that does not carry over, is 3-second in the key violations. When a team scores, the possession changes by the referee handing the ball off to the other team on the sideline by halfcourt. Then, the new team will begin their possession by passing the ball in from that spot.

When shooting fouls occur, one free throw is awarded that is worth 2 points, not 1. Any other common foul will result in the ball taken out of bounds by the spot of the foul. Teams will enter the “bonus” when 5 team fouls occur within a set. Bonuses are awarded with one free throw, also worth 2 points.

Miscellaneous Rules to Account For

- Substitutions are made on defensive possessions ONLY, by kneeling on the sideline to signal the refs. This means that teams cannot sub players when they are with possession of the ball.
- When possession changes on a live ball or defensive rebound, the ball must be “cleared” outside the three-point line for the possession to fully change.
- Jump balls are always rewarded to the defense, resulting in the possession changing out of bounds on the sideline.
- Teams are allowed two 30-second timeouts per set.
- Reminder: The clock ONLY stops on a timeout... use them wisely.