

DMUsport Social League

3x3 Basketball

2023 - 2024

DMUsport Social Leagues are a fantastic way to get involved in sport whilst studying at De Montfort University and it is solely recreational ... meaning they are fun & exciting!

We encourage all abilities and groups to get involved, whether your team is made up of course mates, housemates, society members or groups of friends. To enter your team, click [here](#). We could even help get you into a team, just click [here](#) to complete the entry form.

So, what are you waiting for, create or join a team now & take part in this year's Social Leagues!

If you have any queries or questions about the DMUsport Social League for Indoor Football, please just drop us an email at SocialSport@dmu.ac.uk.



DMUsport Social League – 3x3 Basketball

The competition structure of the league will consist of a League then a Premier Playoff and Championship Playoff. All teams will compete for the League champion title, then the teams who finish in position one (1) to four (4) will compete in the Premier Playoff and the teams who finish in position five (5) to twelve (12) will compete in the Championship Playoff.

- Fixtures will run within term one (1) & term two (2) from the 31st of October 2023 to the 19th of March 2024. To note, fixtures will take place during enhancement weeks.
- Every team will play at least one (1) League fixture per week between the 31st of October 2023 to 30th of January 2024 on a Tuesday evening, between 5.00pm (17:00) to 6.30pm (18:30). There may be occasions where a team will play more than one fixture so it is key for teams to read the fixture list.
- For the League, each team will play each other once.
- Every team will play at least four (4) Playoff fixtures between the 13th of February 2024 to 19th of March 2024, between 5.00pm (17:00) to 6.30pm (18:30).
- Premier and Championship Playoff finals will take place on the 12th of March and 19th of March 2024, between 5.00pm (17:00) to 6.30pm (18:30).
- For the Premier and Championship Playoffs, teams will be seeded based on their finishing position in the league. Each round will consist of teams playing against the opposing team twice then the final result will be decided by the aggregate score. This means that the points scored in both games will be combined to decide the winning team and who will progress to the next round of the playoffs.
- Each League fixture has a scheduled slot of thirty (30) minutes to ensure that there is enough warm up, game time and rest time between halves. For the Premier and Championship Playoff final fixtures, additional time has been scheduled in case there is a draw aggregate result at the end of normal time.
- All players must bring their DMU student ID to fixtures and be booked onto the fixture slot via the [DMU Leisure app](#). If a player turns up without their DMU student ID or haven't booked onto the slot then they will not be able to enter into the facility. No student ID = no fixture!

Below is a calendar outlining key dates regarding the league;

| DMUsport Social League Calendar 2023 - 2024 | | | | | | | | | | | | | | | |
|---|---|----|----|----|----------|---|----|----|----------|----|---|----|----|----|----|
| | October | | | | November | | | | December | | | | | | |
| Monday | 2 | 9 | 16 | 23 | 30 | | 6 | 13 | 20 | 27 | | 4 | 11 | 18 | 25 |
| Tuesday | 3 | 10 | 17 | 24 | 31 | | 8 | 14 | 21 | 28 | | 5 | 12 | 19 | 26 |
| Wednesday | 4 | 11 | 18 | 25 | | 1 | 9 | 15 | 22 | 29 | | 6 | 13 | 20 | 27 |
| Thursday | 5 | 12 | 19 | 26 | | 2 | 10 | 16 | 23 | 30 | | 7 | 14 | 21 | 28 |
| Friday | 6 | 13 | 20 | 27 | | 3 | 11 | 17 | 24 | | 1 | 8 | 15 | 22 | 29 |
| Saturday | 7 | 14 | 21 | 28 | | 4 | 12 | 18 | 25 | | 2 | 9 | 16 | 23 | 30 |
| Sunday | 8 | 15 | 22 | 29 | | 5 | 13 | 19 | 26 | | 3 | 10 | 17 | 24 | 31 |
| Term 1 | | | | | | | | | | | | | | | |
| | January | | | | February | | | | March | | | | | | |
| Monday | 1 | 8 | 15 | 22 | 29 | | 5 | 12 | 19 | 26 | | 4 | 11 | 18 | 25 |
| Tuesday | 2 | 9 | 16 | 23 | 30 | | 6 | 13 | 20 | 27 | | 5 | 12 | 19 | 26 |
| Wednesday | 3 | 10 | 17 | 24 | 31 | | 7 | 14 | 21 | 28 | | 6 | 13 | 20 | 27 |
| Thursday | 4 | 11 | 18 | 25 | | 1 | 8 | 15 | 22 | 29 | | 7 | 14 | 21 | 28 |
| Friday | 5 | 12 | 19 | 26 | | 2 | 9 | 16 | 23 | | 1 | 8 | 15 | 22 | 29 |
| Saturday | 6 | 13 | 20 | 27 | | 3 | 10 | 17 | 24 | | 2 | 9 | 16 | 23 | 30 |
| Sunday | 7 | 14 | 21 | 28 | | 4 | 11 | 18 | 25 | | 3 | 10 | 17 | 24 | 31 |
| Term 2 | | | | | | | | | | | | | | | |
| | Enhancement Week | | | | | | | | | | | | | | |
| | Indoor Football League Fixtures | | | | | | | | | | | | | | |
| | Indoor Football Premier Playoff and Championship Playoff Fixtures | | | | | | | | | | | | | | |
| | 3x3 Basketball League Fixtures | | | | | | | | | | | | | | |
| | 3x3 Basketball Premier Playoff and Championship Playoff Fixtures | | | | | | | | | | | | | | |
| | Rescheduled Fixtures | | | | | | | | | | | | | | |

DMUsport Social League Membership

- To take part in the DMUsport Social League for 3x3 Basketball, all players must have purchased a £10 DMUsport Social League membership via the [DMU Leisure app](#) prior to their first fixture. If a player has not purchased their membership, then they will be unable to partake in the league until they have done so.
 - The membership money will be used to cover the costs of delivery and be put back into developing the DMUsport Social League programme.
 - The membership will become half priced (£5) once 50% of the League has happened, this will be Sunday 14th of January (11.59pm).
 - *Membership refund principles* | Cancellation within 14 days of purchase will be refunded in full, unless a walkover has been given to the team you are linked to, broken DMU student code of conduct, or claiming on university's sport personal accident insurance.
 - Due to the subsidised nature of DMUsport activity, any % of the fee returned shall be determined by the number of DMUsport opportunities participated in up to 2 months. Any membership longer than 2 months is unable to be refunded, except in exceptional circumstances.
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Format

Teams

- Each team has to have a minimum number of three (3) players and a maximum number of six (6) players.
 - Three (3) players must be on the court during game play.
 - Substitutes must be seated on the team benches provided at the side of the court.
- Each team will have a captain who will be the representative/spokesperson for the team.
- Teams will play in yellow or navy or red coloured bibs provided – the first team listed for the fixture will play in navy or yellow bibs and the second team listed will play in red or yellow bibs.

Players

- All players **MUST** be a current student of De Montfort University.
- All players **MUST** be registered with a team that is entered into the league and cannot change teams throughout the League or Playoffs.
- This league is open to all DMU students, including both sexes.
- All players **MUST NOT** be playing for the DMU Basketball Men's 1st team or 2nd team or Women's 1st team in BUCS - this will be enforced by checking club memberships, BUCS team lists and with DMU Basketball coaches and committee.
- If a player competing in the DMUsport Social League for Basketball is scouted to compete for the DMU Basketball Men's 1st team or 2nd team or Women's 1st team then once the player has been on a BUCS team sheet for more than two (2) fixtures they will no longer be able to take part in the DMUsport Social League for Indoor Football. There will be no refund available of the DMUsport Social League membership for the player, unless requested within 14 days of purchase as per above refund principles.
- All players **MUST** have purchased a £10 DMUsport Social League membership via the [DMU Leisure app](#) prior to their first fixture – the membership money will be used to cover the costs of delivery and be put back into developing the DMUsport Social League programme.

- All players **MUST** bring their DMU student ID to fixtures and be booked onto the fixture slot via the [DMU Leisure app](#). If a player turns up without their DMU student ID or haven't booked onto the slot then they will not be able to enter into the facility. No student ID = no fixture!
- No jewellery to be worn when warming up/playing, this includes – rings, piercings, necklaces, bracelets, watches, etc. If players can't remove piercings then they need to cover them up with tape in order to play.
- Appropriate footwear must be worn, e.g. trainers
- No chewing gum is allowed to be chewed or food consumed whilst in the sports hall.
- Fingernails need to be kept short.

Arriving at a Fixture

- It is key that all players arrive to their fixture on time, have their DMU student ID card, have bought the DMUsport Social League membership and booked onto the fixture via the [DMU Leisure app](#) so that all fixtures can take place as planned.
- If a player is later than ten (10) minutes after the fixture slot start time then they will not be allowed to enter the facility.
- If a player is going to be late due to having a lecture or workshop, please email SocialSport@dmu.ac.uk at least twenty-four (24) hours prior to the fixture slot start time. To note, the player who will be arriving late will have to warm up to the side of the fixture and will start from the bench so that the fixture is not impacted.

Playing area

- Fixtures will be played at [The Watershed](#), Upperton Road, Bede Island, Leicester, LE2 7AU.
- The fixtures will be played on half of a full-sized basketball court with both teams scoring in the same basket.
- The court will be using black court line markings.
- Regular basketball playing court sized zones will be in use – free throw line, a two-point (three-point line for 5x5) line and the “no-charge” semi-circle area underneath the basket.
- Two fixtures will be taking place on both half courts at the same time.

Officials

- The game officials will consist of one (1) referee and one (1) time/score keeper – these roles will be carried out by DMUsport Social League Activators.
- Referee and time/score keepers' (DMUsport Social League Activators) decision is final and they should be treated with respect at all times.
- If game officials are not respected throughout a fixture, before, during and after then the officials can terminate the game and three league points will be awarded to the team who has been respectful to the officials.
- Any complaints or disputes must be submitted in writing to SocialSport@dmu.ac.uk within twenty-four (24) hours of the fixture start time.

Baskets and Game Balls

- The baskets used for all fixtures will be FIBA standard Basketball baskets.
- The balls used for all fixtures will be FIBA standard Basketball balls and the balls provided as part of the Social League equipment pack must be used. Teams can-not use their own personal Basketball balls when playing the fixture, but can use them whilst warming up if desired.

- The fixture referees will check the game ball prior to the fixture taking place and ensure that both teams are happy with the ball. If the game ball needs to be inflated during the fixture, game play is stopped and one of the referees will blow the ball up via the hand pump provided in the Social League equipment pack. The fixture is then restarted by dropping the ball at the place where it was picked up from.

Spectators

- Spectators are permitted to attend all fixtures, but they must arrive within ten (10) minutes of the fixture start time and have their DMU Student or Staff ID card on them.
- If they turn up after ten (10) minutes of the fixture start time and/or don't have their DMU Student/Staff ID card then they may be turned away from the facility.
- All spectators must be respectful (no abusive or discriminatory behaviour or language) throughout the fixture, including before, during and after. Any reports of this will be considered seriously and may result in reports being escalated in line with DMU's No Space for Hate Policy.

Walkover & Fixture Arrangements

- A walkover will be given to a team if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play or if a team has not requested a fixture rearrangement at least one (1) week in advance of the scheduled fixture.
- All fixture rearrangements should be requested by emailing SocialSport@dmu.ac.uk.
- For a League fixture, if a walkover is given then the team who has not received the walkover in the fixture will be awarded with three (3) League points along with ten (10) baskets.
- For a Playoff fixture, if a walkover is given then the team who has not received the walkover in the fixture will automatically progress to the next round of the Playoffs.

Respect

- No abusive or discriminatory behaviour or language will be tolerated. Reports of this will be considered seriously and may result in the expulsion of players or teams from the League. Reports may also be escalated in line with DMU's No Space for Hate Policy.
- The 'Game Respect form' has been put into place to ensure that players respect each other and the referees who are officiating the fixtures. Access the Captain Game Respect form [here](#) – this form must be completed within 24 hours of the end of the fixture. If submitted late then one (1) league point may be deducted.

Score Disputes / Complaints policy

- If there are any issues with regards to the score or the fixture, an explanation and proof of the situation must be sent to SocialSport@dmu.ac.uk within twenty-four (24) hours of the fixture start time. After this any score disputes will not be able to be actioned and the score provided will be final.

Social Media

- After each fixture, if there is time, we would like to encourage all teams to take a team photograph (or other content, such as fixture action shots) and submit it to SocialSport@dmu.ac.uk so we can include it in the league result update and on DMUsport social media that will be shared on a weekly basis.

League Format

Beginning of the Game

- Both teams may warm-up simultaneously prior to the fixture on the court they will be playing on. This does mean that opposing teams will warm up alongside each other.
- Each team will be provided with one (1) FIBA 3x3 Basketball ball per team (regulation 3x3 Basketball ball).
- Teams will have five (5) minutes to warm up before the fixture begins.
- A coin toss or equivalent shall determine which team gets the possession first – this will be carried out by the referees of the fixture.
- The team that wins the coin toss can either choose to benefit from the ball possession at the beginning of the game or at the first jump ball situation.
- The game must start with three (3) players on the court from both teams.

Playing time/Winner of a Game

- *Regular playing time:* One (1) period of fifteen (15) minutes playing time. The clock will be a running clock so will not be stopped during the game unless there is a serious injury to a player. The time will be recorded on the electronic shot clock provided at the facility.
- Three (3) league points will be awarded to the winner of the fixture.
- One (1) league point will be awarded to each team in the event of a draw.
- No (0) league points will be given to the team that loses the fixture.
- A team shall be awarded a walkover if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play.
- Teams must vacate the court promptly ready for the next fixture to take place.

Premier and Championship Playoffs Format

Beginning of the Game

- Both teams may warm-up simultaneously prior to the fixture on the court they will be playing on. This does mean that opposing teams will warm up alongside each other.
- Each team will be provided with one (1) FIBA 3x3 Basketball ball per team (regulation 3x3 Basketball ball).
- Teams will have five (5) minutes to warm up before the fixture begins.
- A coin toss or equivalent shall determine which team gets the possession first – this will be carried out by the referees of the fixture.
- The team that wins the coin toss can either choose to benefit from the ball possession at the beginning of the game or at the first jump ball situation.
- The game must start with three (3) players on the court from both teams.

Playing time/Winner of a Game

- *Regular playing time:* One (1) period of fifteen (15) minutes playing time. The clock will be a running clock so will not be stopped during the game unless there is a serious injury to a player. The time will be recorded on the electronic shot clock provided at the facility.
- *Additional playing time:* If both playoff fixtures have been played and the aggregate score ends in a draw then additional time will be played, this will consist of a three (3) minute

additional playing time. The clock will be a running clock so will not be stopped during the fixture unless there is a serious injury to a player.

- If after the additional playing time the fixture has still finished as a draw then another three (3) minutes of additional time will take place. This will continue to happen until there is a winner.
- The winner of the fixture will progress to the next stage of the playoff tournament.
- The losing team will play in the runner up playoff fixtures.
- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play.
- Teams must vacate the court promptly ready for the next fixture to take place.

Below is when the league and playoff fixtures will take place;

| DMUsport Social League - 3x3 Basketball Fixtures 2023 - 2024 | | | |
|--|--|--|--|
| Week 1 Tuesday 31st of October The Watershed 17.00 - 17.30 Court 1 Team 5 vs Team 2 Court 2 Team 1 vs Team 3 17.30 - 18.00 Court 1 Team 7 vs Team 10 Court 2 Team 11 vs Team 9 18.00 - 18.30 Court 1 Team 4 vs Team 6 Court 2 Team 12 vs Team 8 | Week 2 Tuesday 7th of November The Watershed 17.00 - 17.30 Court 1 Team 3 vs Team 5 Court 2 Team 10 vs Team 2 17.30 - 18.00 Court 1 Team 9 vs Team 1 Court 2 Team 6 vs Team 7 18.00 - 18.30 Court 1 Team 8 vs Team 11 Court 2 Team 12 vs Team 4 | Week 3 Tuesday 14th of November The Watershed 17.00 - 17.30 Court 1 Team 5 vs Team 10 Court 2 Team 3 vs Team 9 17.30 - 18.00 Court 1 Team 2 vs Team 6 Court 2 Team 1 vs Team 8 18.00 - 18.30 Court 1 Team 7 vs Team 12 Court 2 Team 11 vs Team 4 | Week 4 Tuesday 21st of November The Watershed 17.00 - 17.30 Court 1 Team 9 vs Team 5 Court 2 Team 6 vs Team 10 17.30 - 18.00 Court 1 Team 8 vs Team 3 Court 2 Team 12 vs Team 2 18.00 - 18.30 Court 1 Team 4 vs Team 1 Court 2 Team 11 vs Team 7 |
| Week 5 Tuesday 28th of November The Watershed 17.00 - 17.30 Court 1 Team 5 vs Team 6 Court 2 Team 9 vs Team 8 17.30 - 18.00 Court 1 Team 10 vs Team 12 Court 2 Team 3 vs Team 4 18.00 - 18.30 Court 1 Team 2 vs Team 11 Court 2 Team 1 vs Team 7 | Week 6 Tuesday 5th of December The Watershed 17.00 - 17.30 Court 1 Team 8 vs Team 5 Court 2 Team 12 vs Team 6 17.30 - 18.00 Court 1 Team 4 vs Team 9 Court 2 Team 11 vs Team 10 18.00 - 18.30 Court 1 Team 7 vs Team 3 Court 2 Team 1 vs Team 2 | Week 7 Tuesday 12th of December The Watershed 17.00 - 17.30 Court 1 Team 5 vs Team 12 Court 2 Team 8 vs Team 4 17.30 - 18.00 Court 1 Team 6 vs Team 11 Court 2 Team 9 vs Team 7 18.00 - 18.30 Court 1 Team 10 vs Team 1 Court 2 Team 3 vs Team 2 | Week 8 Tuesday 19th of January The Watershed 17.00 - 17.30 Court 1 Team 4 vs Team 5 Court 2 Team 11 vs Team 12 17.30 - 18.00 Court 1 Team 7 vs Team 8 Court 2 Team 1 vs Team 6 18.00 - 18.30 Court 1 Team 2 vs Team 9 Court 2 Team 3 vs Team 10 |
| Week 9 Tuesday 16th of January The Watershed 17.00 - 17.30 Court 1 Team 5 vs Team 11 Court 2 Team 4 vs Team 7 17.30 - 18.00 Court 1 Team 12 vs Team 1 Court 2 Team 8 vs Team 2 18.00 - 18.30 Court 1 Team 6 vs Team 3 Court 2 Team 9 vs Team 10 | Week 10 Tuesday 23rd of January The Watershed 17.00 - 17.30 Court 1 Team 7 vs Team 5 Court 2 Team 1 vs Team 11 17.30 - 18.00 Court 1 Team 2 vs Team 4 Court 2 Team 3 vs Team 12 18.00 - 18.30 Court 1 Team 10 vs Team 8 Court 2 Team 9 vs Team 6 | Week 11 Tuesday 30th of January The Watershed 17.00 - 17.30 Court 1 Team 5 vs Team 1 Court 2 Team 7 vs Team 2 17.30 - 18.00 Court 1 Team 11 vs Team 3 Court 2 Team 4 vs Team 10 18.00 - 18.30 Court 1 Team 12 vs Team 9 Court 2 Team 8 vs Team 6 | Week 12 Tuesday 6th of February The Watershed <i>Rescheduled Fixtures</i> |
| Week 13 Tuesday 27th of February The Watershed Championship Playoffs 17.00 - 17.30 Court 1 (1) Seed 5 vs Seed 12 Court 2 (2) Seed 6 vs Seed 11 17.30 - 18.00 Court 1 (3) Seed 7 vs Seed 10 Court 2 (4) Seed 8 vs Seed 9 Premier Playoffs 18.00 - 18.30 Court 1 (1) Seed 1 vs Seed 4 Court 2 (2) Seed 2 vs Seed 3 | Week 14 Tuesday 27th of February The Watershed Championship Playoffs 17.00 - 17.30 Court 1 (1) Seed 5 vs Seed 12 Court 2 (2) Seed 6 vs Seed 11 17.30 - 18.00 Court 1 (3) Seed 7 vs Seed 10 Court 2 (4) Seed 8 vs Seed 9 Premier Playoffs 18.00 - 18.30 Court 1 (1) Seed 1 vs Seed 4 Court 2 (2) Seed 2 vs Seed 3 | Week 15 Tuesday 27th of February The Watershed Championship Playoffs 17.00 - 17.30 Court 1 (1) Winner vs (2) Winner Court 2 (3) Winner vs (4) Winner 17.30 - 18.00 Court 1 (1) vs (2) Court 2 (3) vs (4) Premier Playoffs 18.00 - 18.30 Court 1 (1) vs (2) Court 2 (1) Winner and (2) Winner have space to train | Week 16 Tuesday 5th of March The Watershed Championship Playoffs 17.00 - 17.30 Court 1 (1) Winner vs (2) Winner Court 2 (3) Winner vs (4) Winner 17.30 - 18.00 Court 1 (1) vs (2) Court 2 (3) vs (4) Premier Playoffs 18.00 - 18.30 Court 1 (1) vs (2) Court 2 (1) Winner and (2) Winner have space to train |
| Week 17 Tuesday 12th of March The Watershed Championship Playoffs Final 17.00 - 17.30 Court 1 (1) or (2) Winner vs (3) or (4) Winner 17.30 - 18.00 Premier Playoffs Final Court 2 (1) Winner vs (2) Winner | Week 18 Tuesday 19th of March The Watershed Championship Playoffs Final 17.00 - 17.45 Court 1 (1) or (2) Winner vs (3) or (4) Winner 17.45 - 18.30 Premier Playoffs Final Court 2 (1) Winner vs (2) Winner | | |

Rules

Each player is expected to understand the below rules prior to participating in the league. Any questions concerning these rules should be directed to SocialSport@dmu.ac.uk at least forty-eight (48) hours prior to the fixture start time.

Scoring

- Every shot inside the arc shall be awarded one (1) point.

- Every shot behind the arc shall be awarded two (2) points.
- Every successful free throw shall be awarded one (1) point.

Fouls / Free Throws

- A team is in a team foul situation when it has committed six (6) fouls within a period. If the fixture goes into additional time, then the team foul situation will remain the same. For example, if a team is in foul trouble and has six (6) team fouls then this will remain throughout the additional time played.
- A player who has committed four (4) fouls must leave the game – if respectful the player can sit and watch the rest of the fixture but if the player is not then they will be escorted out of the facility.
- 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.
- Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free-throw.
- Non-shooting fouls will result in the ball being checked up the top of the arc.
- Non-shooting fouls under penalty foul situation will be awarded one (1) free throw.
- One (1) free throw will be awarded for a technical foul – no change of possession.
- When shooting a free throw, the player must not cross over the free throw line until the basketball ball touches the ground.
- When a free throw is being taken, the same number of players from each team must be located around the key.

Stalling

- Stalling or failing to play actively by attempting to score shall be a violation and possession will be given to the other team.

Shot Clock

- A team must attempt a shot within twelve (12) seconds.
- The shot clock shall start as soon as the ball is in the offensive players' hands.
- Shot clock time will be timed by the time/score keeper (DMUsport Social League activator) on a stopwatch.
- Time/score keeper (DMUsport Social League activator) to warn & countdown in the last five (5) seconds.

How the Ball is played

- *Following each successful field goal or last free-throw:* the offensive team (team who have just scored) will do a check ball behind the three-point line (arc) between themselves and a defensive player.
- *Following each unsuccessful field goal or last free-throw =* 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 the ball, the ball must go back past the three-point line (arc) (by passing or dribbling).
- *Following a steal, a turnover etc.:* If it happens inside the arc, the ball must be passed/dribbled to a place behind the arc.
- *Following a dead ball:* Check ball exchange behind the arc between the defensive and the offensive player.

- *Following a Jump Ball situation:* There are no jump balls, instead whatever way the arrow is going on the table will dictate what team is awarded with the ball. Once identified, a check ball exchange behind the arc between the defensive and the offensive player will happen.
- A player is considered to be “behind the arc” when neither of their feet are inside nor on the arc.

Substitutions

- Substitutions can be made in dead ball situations, prior to the check ball.
- The substitute can enter the game after their teammate steps off the court.
- The referee (DMUsport Social League activator) needs to be informed/ made aware before a substitution is made by a team.
- If substitute comes on when the ball is not a dead ball, referee will ask them to wait until the ball is a dead ball.

Time-outs

- One (1) thirty (30) - second time-out is granted to each team for the whole fixture, including additional time.
- A player can call the time-out in a dead ball situation by informing the referee (DMUsport Social League activator).
- The running game clock does not stop during any timeouts.

End of the Game

- If it is a League fixture, the fixture will finish once the fifteen (15) minute regular time has taken place and the referee blows a longer sounding whistle sound.
- If it is a Playoff fixture, the fixture will finish once the fifteen (15) minute regular time has taken place along with any additional time if required and the referee blows a longer sounding whistle sound.

Be respectful & have fun!

Rules and Formats of the League - summarised

Each player is expected to understand the rules prior to participating in the league.

Any questions concerning these rules should be directed to SocialSport@dmu.ac.uk at least forty-eight (48) hours prior to the fixture start time.

| DMUsport Social League – 3x3 Basketball (summarised) | |
|--|---|
| Court and Ball | <ul style="list-style-type: none"> ▪ Half of a full-sized basketball court (black lines) with one basket. ▪ The official FIBA 3x3 Basketball will be used. |
| Teams | <ul style="list-style-type: none"> ▪ A team comprises of three (3) players on court & up to three (3) substitutes. |
| Substitutions | <ul style="list-style-type: none"> ▪ Substitutions can be made in dead ball situations, prior to the check ball taking place. ▪ The referee (DMUsport Social League activator) needs to be informed/ made aware before a substitution is made by a team. |
| Bibs | <ul style="list-style-type: none"> ▪ The first team listed will play in navy or yellow bibs (provided). ▪ The second team listed will play in red or yellow bibs (provided). |
| Game Officials | <ul style="list-style-type: none"> ▪ The game officials will consist of one (1) referee and one (1) time/score keeper – these roles will be carried out by DMUsport Social League Activators. ▪ DMUsport Social League Activators decision is final and they should be treated with respect at all times. |

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|-------------------------------|---|
| Beginning of the Game | <ul style="list-style-type: none"> ▪ Both teams may warm-up simultaneously prior to the fixture on the court they will be playing on. This does mean that opposing teams will warm up alongside each other. ▪ Each team will be provided with one (1) FIBA 3x3 Basketball ball per team (regulation 3x3 Basketball ball). ▪ Teams will have five (5) minutes to warm up before the fixture begins – the referees will give teams a one (1) minute warning before the fixture is about to begin. |
| Initial possession | <ul style="list-style-type: none"> ▪ Coin toss between captains. <i>Nb.</i> the team that wins the coin toss decides whether to benefit from the ball possession at the beginning of the game or at the first jump ball situation. |
| Scoring | <ul style="list-style-type: none"> ▪ Every shot inside the arc shall be awarded one (1) point. ▪ Every shot behind the arc shall be awarded two (2) points. ▪ Every successful free throw shall be awarded one (1) point. |
| League Scoring | <ul style="list-style-type: none"> ▪ The team that scored the most goals wins. A tied result at full time is a draw. ▪ Three (3) league points will be awarded to the winner of the fixture. ▪ One (1) league point will be awarded to each team in the event of a draw. ▪ No league point will be given to the team that loses the fixture. |
| Playoff Scoring | <ul style="list-style-type: none"> ▪ The winner of the fixture will progress to the next stage of the playoff tournament. ▪ The losing team will play in the runner up playoff fixtures. ▪ Playoff fixtures done on aggregate score. |
| Game duration | <ul style="list-style-type: none"> ▪ One (1) period of fifteen (15) minutes playing time. ▪ If both playoff fixtures have been played and the aggregate score ends in a draw then additional time will be played, this will consist of a three (3) minute additional playing time. ▪ If after the additional playing time the fixture has still finished as a draw then another three (3) minutes of additional time will take place. This will continue to happen until there is a winner. ▪ Running clock - unless there is a serious injury to a player. |
| Foul limit per team | <ul style="list-style-type: none"> ▪ A team is in a team foul situation when it has committed six (6) fouls within a period. If the fixture goes into additional time, then the team foul situation will remain the same. ▪ A player who has committed four (4) fouls must leave the game. ▪ 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. ▪ Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free-throw. ▪ Non-shooting fouls will result in the ball being checked up the top of the arc. ▪ Non-shooting fouls under penalty foul situation will be awarded one (1) free throw. ▪ One (1) free throw will be awarded for a technical foul – no change of possession. |
| Stalling | <ul style="list-style-type: none"> ▪ Stalling or failing to play actively by attempting to score shall be a violation and possession will be given to the other team. |
| Shot Clock | <ul style="list-style-type: none"> ▪ A team must attempt a shot within twelve (12) seconds. ▪ The shot clock shall start as soon as the ball is in the offensive players' hands. |
| Time-outs | <ul style="list-style-type: none"> ▪ One (1) thirty (30) - second time-out is granted to each team for the whole fixture, including additional time. ▪ The running game clock does not stop during any timeouts. |
| How the ball is played | <ul style="list-style-type: none"> ▪ Following each successful field goal or last free-throw: the offensive team (team who have just scored) will do a check ball behind the three-point line (arc) between themselves and a defensive player. ▪ Following each unsuccessful field goal or last free-throw = 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 the ball, the ball must go back past the three-point line (arc) (by passing or dribbling). ▪ Following a steal, a turnover etc.: If it happens inside the arc, the ball must be passed/dribbled to a place behind the arc. |

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| | <ul style="list-style-type: none">▪ Following a dead ball: Check ball exchange behind the arc between the defensive and the offensive player.▪ Following a Jump Ball situation: There are no jump balls, instead whatever way the arrow is going on the table will dictate what team is awarded with the ball. Once identified, a check ball exchange behind the arc between the defensive and the offensive player will happen. |
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