# OK Fadeaway Hoops – 3v3 Fall League Rules

All games follow FIBA 3x3 rules, except where superseded below.

## 🗂️ GENERAL GAME STRUCTURE

* Court: Half-court with one basket.
* Ball Size:  
  - Boys (7th grade & up): 29.5  
  - Boys (3rd–6th) & Girls (3rd & up): 28.5
* Team Composition: 3 players on the court, 1–2 substitutes (4–5 total players per team)
* Game Staff: 1 referee, 1 scorekeeper/timekeeper, 1 shot clock operator

## 🕒 GAME FLOW & TIMING

* Game Length: 16 minutes (stopped clock on dead balls and free throws).
* Game Ends: First team to 30 points OR team with highest score after time expires.
* Start of Game:  
  - Both teams warm up at the same time.  
  - Home team starts with the ball.  
  - Game must start with 3 players.  
  - Ball must be checked by the defense before play.

## 🎯 SCORING SYSTEM

* 1 point: Made basket inside the arc
* 2 points: Made basket beyond the arc
* 1 point: Made free throw

## 🔁 POSSESSION & CLEARING

* After a Made Basket:  
  - Team must clear the ball beyond the 3-point line before scoring again.  
  - No check-in required.  
  - Defense may not pressure inside the no-charge arc.
* After Missed Basket or Turnover:  
  - Offensive rebound: play continues without clearing.  
  - Defensive rebound/steal: must clear beyond 3-point line before scoring.
* Clearing Rules:  
  - Pass to teammate behind the 3-point line: may NOT be stolen.  
  - Dribble to clear: can be stolen once the player exits the no-charge arc.
* A player is considered to have cleared the ball when both feet and the ball are completely outside the 3-point line.
* Jump ball: possession goes to the defensive team.

## ❌ FOULS & FREE THROWS

* Fouls carry over the entire game (no halftime reset).
* 10–12 team fouls: One-and-one free throws.
* 13+ team fouls: Two free throws + possession.
* Shooting Fouls:  
  - Inside arc: 1 free throw  
  - Beyond arc: 2 free throws  
  - Made basket + foul: 1 additional free throw
* Technical/Unsportsmanlike: 2 free throws + possession

## 🔁 SUBSTITUTIONS

* Allowed on dead balls before check.
* Players must physically tag out.
* Substitutions occur behind the baseline opposite the basket.
* No approval needed from the official.

## ⏱️ STALLING & SHOT CLOCK

* 14-second shot clock when available (starts when offense gains possession).
* No shot clock: Referee may start 5-second count if team is stalling.

## 🕰️ TIMEOUTS

* Each team gets:  
  - One 60-second timeout  
  - One 30-second timeout
* Must be called during dead-ball situations by a player on the court.

## 🏁 FORFEITS & DEFAULTS

* Forfeit: Team not ready within 5 minutes = automatic 0–W loss.
* Default: Team unable to continue due to injury/disqualification.  
  - Opponent can accept current score or win by default.
* Forfeiting or defaulting team is disqualified from event.

## 🔄 TIEBREAKERS (POOL PLAY)

* 1. Head-to-head
* 2. Total points scored
* 3. Total points allowed
* 4. Point differential

## 🏆 OVERTIME & SHOOTOUT

* If tied after regulation: 2-minute overtime, first to 2 points wins.
* If still tied after OT → Shootout begins.
* Shootout Rules:  
  - One player from each team shoots.  
  - If one makes and the other misses, that team wins.  
  - If both make or both miss, new players shoot.  
  - Every player must shoot once before repeating.  
  - Continues until one makes and one misses.

## 📣 COACH & PLAYER PROTESTS

* Game Protests:  
  - Must be submitted within 30 minutes after game.  
  - Coach must notify Site Director with:  
   - $100 protest fee (refunded if upheld)  
   - Written explanation
* Video allowed only to verify timing and point value of final shot.
* Player Eligibility:  
  - All players must be NSID-verified.  
  - $100 protest fee (refunded if player is ruled ineligible).  
  - Must be submitted before game begins.

## ⛔ DISQUALIFICATION & CONDUCT

* 2 unsportsmanlike fouls = disqualification from game & event.
* Verbal/physical misconduct = immediate ejection.
* Entire teams may be disqualified for collective misconduct.
* Fadeaway Hoops reserves full authority on disciplinary action.