



Official Xoso 3v3 Basketball Rules
THERE IS NO REFEREE IN 3v3 LEAGUES!

Honor Code

Xoso Basketball is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Alcohol is not permitted in the park.

1. **This is an adult SOCIAL league - relax, have fun, and don't be too serious!**
2. **All players must be registered, paid, and at least 18 years of age.**
3. **By registering and signing the Xoso Release of Liability form, players agree that Xoso and its staff will not be held responsible or liable for any injuries occurring as the result of participation in any Xoso Activity.**

Uniform, and Equipment

1. All players must wear/bring a light and dark shirt and closed-toe shoes.
2. Each team should bring a game ball. Must be "Official" men's sized (NCAA, NBA) and not a youth ball.

Teams

1. Team rosters generally consist of 6-7 players. All players must be on the roster. Roster changes are not permitted after the midpoint of the season.
2. A maximum of 3 players on the court during play and a minimum of 2 are required to prevent a forfeit.
3. Teams will have 5 minutes before forfeiting.
4. Only paid Xoso league members are allowed to play. NO EXCEPTIONS. Any team using a player not on their roster who did not register as a sub will forfeit their game. Subs can register at <http://www.xososports.com/page/sub-registration>

Game Format

1. Games are played half court.
2. The match consists of three games. Games will be 15 minute games with a running clock or 21 points, winning by 2 with a hard cap at 23 points. With one (1) minute left in the game, the court supervisor will call out the remaining time. There will be a 2 minute break between games.

3. Captains will rock, paper, scissors at the beginning of the game to determine possession.
4. Each basket is two (2) points or three (3) if shot behind the arc.
5. The defensive team will take the ball out after a score (basket) by the opposing team.
6. Teams must clear ALL change of possessions beyond the 3-point line. Both feet and the ball must cross the line.
7. All throw-ins will take place near half court after checking the ball to the opponent. Players must then pass the ball in to a teammate, rather than dribbling immediately.
8. Alternate possessions will take place for jump balls
9. Fouls will be called by either team. No free throws. Fouls reset possession at half court.
 - a. Each team will have 3 challenges per game to challenge a foul. The challenger's team will shoot a 3 point shot from the top of the key. If they make it, they win the challenge.
10. Players can be ejected by the court supervisor if fouls are excessive in nature or for acts of unsportsmanlike conduct.
11. No points allowed for an offensive foul.
12. No stalling. Teams that are stalling can be penalized with a loss of possession.
13. Teams are responsible for calling out the score after each basket and calling fouls on the honor system.
14. One 30 second timeout per game per team.

SPORTSMANSHIP POINTS

1. Each team will rate their opponent's sportsmanship on a scale of 1-3 after the game. Teams start with a 3 rating and may be docked based on their spirit and sportsmanship during the game. Teams may change a rating for a team to be higher, but never lower.
2. Xoso Staff may overrule a sportsmanship rating they believe to be given in bad faith.
3. See Playoff Eligibility below.

PLAYOFF ELIGIBILITY

1. Forfeits: Two (2) forfeits will result in non-participation in the playoffs.
2. Sportsmanship Score: Teams need an average greater than 2.5 to qualify for playoffs.

SPIRIT OF THE GAME - Xoso stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

SCORING:

1. Team Captains need to report the final score to the court supervisor, or enter online within 24 hours of the game's conclusion.
2. To discourage running up the score, and for the purposes of tiebreakers, no team shall win or achieve a differential of more than +10, even if the team won by more than 10 points.

These rules may be modified as needed to make the league more fun for everyone.