

Annual BVW 3v3 Rules

1. Each court will have assigned "coaches." The coaches are responsible for the game conduct, much like a referee. Coaches are current BVW players.
2. Each game will start with a rebound off the glass for the first possession. The court coach will throw the ball off the glass to start this process.
3. **Scoring & Determining Game Winner:** The winner of each game will be determined when a team reaches a certain amount of points:
 - **8 points for grades 6th, 7th & 8th, HS.**
 - **6 points for grades 3rd, 4th, 5th.**

A shot made from beyond the 3 point arc counts as 3 pts, inside the arc equals 2 pts.

4. **Change of Possession:** After a missed basket or steal, the defensive team must dribble or pass the ball outside the 3 point arc before attempting a shot. Two feet outside the arc must be established. After a made basket, jump ball or out of bounds the coach will take possession of the ball and "check the ball" to the appropriate team at the top of the arc to begin play. (Any jump ball call is an awarded possession to the defensive team)
5. **Fouls:** There are no limits on player fouls. One point is awarded to the team that was fouled and possession is retained by the player/team that was fouled. When a foul is committed during the act of shooting and the shot attempt is good, then the team is awarded the 2 or 3 points and receives an additional possession.
6. **Dribble Limit:** Standard rules of basketball apply, no dribble limit.
7. **Substitutions:** Subs can be made after either team makes a basket, jump ball or out of bounds.
8. **Out of Bounds:** Standard rules/boundaries apply. In the event that the lines are not clear (i.e. on a "side" court) it is up to the coaches discretion to determine whether the ball is out of bounds.
9. **Jump Ball:** Possession goes to the defensive team.
10. **Pool Play:** Each team will be assigned to a pool and play in several games. A team's record in pool play will determine their seed for a single elimination tournament at the conclusion of pool play. Pool Play may be shortened in the event time is a factor. Every effort will be made to keep each grade separate but grades may need to be combined in some cases.
11. **Championship Bracket Play:** Seeding based on pool play record. Single elimination. In the event two or more teams have the same pool play record, the first tie-breaker for seeding will be head to head play. In the event there is still a tie a coin flip will determine seeding. Ideally, we should be able to separate all teams into their respective grades for the championship bracket play but grades may need to be combined in some cases.