The Definitive Web3 Address for Basketball

As the global economy shifts toward tokenization (tickets, memberships, and authenticated memorabilia), the bridge between physical basketball value and the blockchain requires a singular, authoritative address. .com was for information; w3.basketball is for ownership and settlement.

Category thesis

Tokenized tickets, memorabilia provenance, and fan-owned basketball ecosystems.

High-value use cases

- NFT / token-gated tickets with verified ownership, resale rules, and audit trails
- Season passes and memberships as programmable access tokens
- Memorabilia authentication: jerseys, cards, shoes, game-worn assets
- Collectibles marketplace for physical + digital drops with provenance
- Fan loyalty rails: points, perks, and community governance
- Creator monetization: highlights licensing with programmable payouts

Ideal acquirer profile

- Leagues, teams, and venue operators modernizing ticketing and fan access
- Ticketing platforms and secondary marketplaces building verified resale
- Memorabilia, trading card, and collectibles operators focused on provenance
- Sports media and Web3 builders launching basketball-native commerce

Market authority anchors (publicly reported)

- Sports.com — $6,000,000 (reported acquisition)
- Ticket.com — $1,525,000 (2009)
- Tickets.com — reported ~$66,000,000 transaction (2005 acquisition)
- CarInsurance.com — $49,700,000 (2010)
- Voice.com — $30,000,000 (2019)
- Hotels.com — $11,000,000 (2001)

Confidential acquisition process

- Confidential inquiry → NDA (optional) → proof-of-funds
- Price guidance provided to qualified buyers
- Transaction via escrow (preferred) and verified transfer process
- Immediate handover of domain + associated assets upon settlement