

## **Official 3x3 Basketball Rules**

### **Art. 1 Court and Ball**

1.1. The game will be played on a 3x3 playing court with 1 basket. A regular 3x3 playing court is 15 m (width) x 11 m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80 m), a 2-point line (6.75 m) and a "no-charge semi-circle" area underneath the basket. Half of a traditional basketball court may be used.

1.2. A 3x3 ball shall be used in all categories.

### **Art. 2 Teams**

Each team shall consist of no more than 4 players (3 players on the court and 1 substitute).

### **Art. 3 Game Officials**

The game shall be managed by up to 2 officials, 3 table officials and a sports supervisor, if any.

### **Art. 4 Beginning of the Game**

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3. The game cannot begin if one of the teams is not on the playing court with 3 players ready to play.

### **Art. 5 Scoring**

5.1. Every shot from inside the arc (1-point field goal area) shall be awarded 1 point.

5.2. Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point

### **Art. 6 Playing Time/Winner of a Game**

6.1. The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team is in possession of the ball.
- After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

6.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This "sudden death" rule applies to the regular playing time only (not to a potential overtime).

6.3. If the score is tied at the end of regular playing time, an overtime shall be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

## **Art. 7 Fouls/Free Throws**

**7.1.** A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to Art. 16.

**7.2.** If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from behind the arc is unsuccessful, 2 free throws.

**7.3.** Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.

**7.4.** Team fouls 7, 8 and 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This clause is applied also to unsportsmanlike fouls and to fouls on the act of shooting and overrules Art. 7.2 and 7.3 but shall not be applied to technical fouls.

**7.5.** All technical fouls shall be always penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called. The game shall be resumed as follows:

- If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds.
- If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.

*Note: An offensive foul shall not be penalized with free throws.*

## **Art. 8 How the Ball is played**

**8.1.** Following each successful field goal or last free throw (except those followed by ball possession):

- A player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive player is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

**8.2.** Following each unsuccessful field goal or last free throw (except those followed by ball possession):

- If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
- If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).

**8.3.** If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling)

**8.4.** Possession of the ball given to either team following any dead ball situation shall start/resume with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.

**8.5.** A player is considered to be "behind the arc" when neither of his feet is inside or on the arc line.

**8.6.** In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

### **Art. 9 Stalling**

**9.1.** Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

**9.2.** If the court is equipped with a shot clock, a team must attempt a shot for a field goal within 12 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player (following the exchange with the defensive player or after a successful field goal underneath the basket).

**9.3** An offensive player, after the ball has been cleared, shall not hold the ball and/or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.

*Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the officials shall give in last 5 seconds the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.*

### **Art. 10 Substitutions**

Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place behind the endline and require no action from the officials or table officials.

### **Art. 11 Time-outs**

**11.1.** Each team shall be granted 1 time-out. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.

**11.2.** In addition to the teams time-outs, in FIBA 3x3 Official Competitions or if so decided by the organiser 2 additional TV time-outs that shall be granted at the first dead ball after the game clock shows 6:59 and 3:59 respectively in all games.

**11.3.** All time-outs shall last 30 seconds.