

3x3 Rules of the Game

The Official FIBA Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game herein.

Art. 1 Court and Ball

The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15m (width) x 14m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m), a two point line (6.75m) and a “no - charge semi - circle” area underneath the one basket. Half a traditional basketball court may be used.

A size 7' ball shall be used in men's group, bet size 6' shall be used in women's categorie.

Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space

Art. 2 Teams

Each team shall consist of 4 players (3 players on the court and 1 substitute).

Art. 3 Game Officials

The game officials shall consist of 1 (one) referee and time/score keeper.

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 must start with three players on the court.

Art. 5 Scoring

5.1. Every shot inside the arc shall be awarded one 1 point.

5.2. Every shot behind the arc 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 as follows: one period of 8 minutes.

6.2. However the first team which scores 11 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

6.3. If the score is tied at the end of playing time, an extra period of time will be played as soon as possible. The first team to score 1 point in the overtime wins the game.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w - 0 or 0 – w ("w" standing for win).

6.5. A team losing by default or a tortuous forfeit will be disqualified from the competition.

Art. 7 Fouls/Free throws

7.1. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.2. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.3. Any foul as well as technical and unsportsmanlike fouls will be always awarded with 1 free throw and ball control.

7.5. Possession is kept after the last free - throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

Art. 8 How the Ball is played

8.1. Following each successful field goal or last free throw (ex article 7.5):

- A player from a non - scoring team will 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.

8.2. Following each unsuccessful field goal or last free throw (ex article 7.5):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. A player is considered to be "behind the arc" when neither of his feet are inside nor step the arc.

8.4. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

Art. 9 Stalling

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

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 10 Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check - ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line and substitutions require no action from the referees or table officials.

Art. 11 Time - outs

During the game a time-out are not available.

Art.12 Protest procedure

In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:

1. A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.
2. Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of 100 EUR to the technical committee. If the protest is accepted, then the security deposit is refunded.

Art. 13 Disqualification

A player committing two unsportsmanlike fouls will be disqualified from the game by the referees. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results. The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non - action) to the aforementioned behavior.