

## Court and Ball

Game 3x3 is played on a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep (15 meters x 11 meters), with regular basketball court markings, including a 19-foot (5.8 meters) free throw line, a 22-foot (6.75 meters) 2-point line, and a “no-charge semi-circle” area underneath the one basket. Half of a traditional basketball court may be used.

A size 6 ball is used in all official FIBA competitions.

## Teams

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

## Game officials

The game shall consist of 1 or 2 referees and time/score keepers.

## 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 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.

## 5 Scoring

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

**5.2.** Every successful shot behind the arc shall be awarded 2 points.

**5.3.** Every successful free throw shall be awarded 1 point.

## Playing time/Winner of a game

**6.1.** The regular playing time shall be as follows: 2 periods of 10 minutes of playing time. The clock shall be stopped during dead ball situations and free throws.

**6.3.** If the score is tied at the end of playing time, an extra period will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points 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 shall lose by default if it leaves the court before the end of the game, or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

**6.6.** A team losing by default or a forfeit will be disqualified from the competition.

## Fouls/Free throws

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

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

**7.4.** Team fouls, first 6 fouls are 1&1, fouls 7,8,9, and 10 are 2 free throws, then the 11th and up are 2 free throws and the ball back. Technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possessions.

**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.

## How the ball is played

**8.1.** Following each successful field goal or last free throw

- 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.
- The defensive team 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

- 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.** Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

**8.4.** A player is “behind the arc” when neither of his feet are inside nor stepping on the arc.

**8.5.** In the event of a jump ball situation, the defensive team will be awarded the ball.

## 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.**

## 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 physical contact with him. Substitutions can only take place behind the end line opposite the basket, and substitutions require no action from the referees or table of officials.

## Time-outs

**One 30-second time-out is granted to each team.** A player can call the time-out in a dead ball situation.

## Disqualification

A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. 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, a violation of FIBA's Anti-Doping rules (Book 4 of the FIBA Internal Regulations) or any other breach of the FIBA Code of Ethics (Book 1, Chapter II of the FIBA Internal Regulations). The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Article 15.