

FIBA 3x3 Official Rules of the Game

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

Art. 1 Court and Ball

1.1. The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface 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. The official 3x3 ball shall be used in all categories.

Note:

1. At grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space; however FIBA 3x3 Official Competitions must fully comply with the above specifications including backstops with the shot clock integrated in the backstop padding.

2. FIBA Official Competitions are the Olympic Tournaments, 3x3 World Cups (incl. U23 and U18), Zone Cups (incl. U18) and the 3x3 World Tour.

Art. 2 Teams

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

Note: Coaches on the playground and/or remote coaching from the bleacher are not allowed.

Art. 3 Game Officials

The game officials shall consist of 2 referees and 3 table officials.

Note:

Article 3 does not apply to grassroots events.

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 3 players of each team on the court.

Note: Article 4.3 shall not be mandatory for grassroots events.

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 after the exchange of the ball is completed (as soon as the ball is in the offensive team’s hands).

6.2. However the first team which scores 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.

6.4. A team shall lose the game by forfeit if at the scheduled starting time of the game 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 the game 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 may choose to keep its score as it stands or to have the game forfeited, whilst the defaulting team's score is set to 0 in any case.

6.6. A team losing by default or a tortuous forfeit shall be disqualified from the competition.

Notes:

1. If a game clock is not available, the running time's length and/or required points for "sudden death" is at the organizer's discretion. FIBA recommends setting the score limit in line with the game's duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points).

2. Article 6.4 shall not be mandatory for grassroots events.

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 a shot for a field goal is not successful, fouls during the act of shooting from inside the arc shall be penalized with 1 free throw, whilst fouls during the act of shooting from behind the arc shall be penalized with 2 free throws.

7.3. If a shot for a field goal is successful, the goal shall count and the shooter shall be awarded 1 additional free throw.

7.4. 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 always penalized with 2 free throws and ball possession.

7.5. 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 during the act of shooting and overrules Art. 7.2, 7.3 and 7.4.

7.6. All technical fouls shall be always penalized with 1 free throw. After 1 free throw, 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 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 (except those followed by ball possession):

- 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 the ball, it 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 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 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 ball shall be awarded to the defensive team.

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 within 12 seconds. The shot clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

9.3 It is a violation, if after the ball has been cleared an offensive player is dribbling inside the arc with the back or side to the basket for more than 5 seconds.

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 the offensive team a warning by counting the last 5 seconds.

Art. 10 Substitutions

Any team is allowed for a substitution when the ball becomes dead and prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. The substitutions can only take place behind the end line opposite the basket and the substitutions require no action from the referees or table officials.

Art. 11 Time-outs

11.1. Each team is granted 1 team time-out. Any player or substitute can call the time-out in a dead ball situation.

11.2. In case of TV production, the organizer may decide to apply 2 additional TV time-outs that shall be called 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 have a length of 30 seconds.

Note: The time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live (Art. 8.1).

Art. 12 Use of Video Material

12.1. Insofar available, the Instant Replay System (“IRS”) may be used by the referee during a game to review:

1. The score keeping or any malfunction of the game clock or shot clock at any time during the game.
2. If a last shot for a field goal at the end of the regular playing time was released on time and/or whether that shot for a field goal counts for 1 or 2 points.
3. Any game situation in the last 30 seconds of the regular playing time or the overtime of the game.
4. A Challenge request by a team.

12.2. In case of a team’s protest (Art. 13), the official video materials may be used only to decide if a last shot for a field goal at the end of the game was released during playing time and/or whether that shot for a field goal counts for 1 or 2 points.

Note: A Challenge request will only be possible in Olympic Games, World Cup (Open category only) and World Tour as well as if foreseen by the respective competition’s regulation and subject to the IRS availability.

Art.13 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 200 USD to the Sports Supervisor. If the protest is accepted, the security deposit is refunded.

Art. 14 Standings of Teams

For both in pools and in overall competition standings (other than standings in tours), the following classification rules shall apply.

If teams that have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order:

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison).
2. Head-to-head comparison (only taking win/loss into account and applies within a pool only).
3. Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those 3 steps, the team(s) with the highest seeding win(s) the tie-breaker.

The standings in tours (whereas tours are defined as series of connected tournaments) shall be calculated for the tours denominator, i.e. either players (if players can create new teams in each tournament) or teams (if players are bound to one team for the whole tour). The tour standings order is as follows:

- i. Standings in final event or prior to it, being actually qualified to tour final.
- ii. Tour standing points collected for final standings at each tour stop.
- iii. Most wins collected in the tour (or win ratio in case of unequal number of games).
- iv. Most points scored in average during the tour (without considering winning scores of forfeits).
- v. Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.

Irrespectively of tournament size, tour points are awarded in each tour's tournament for tour standing purposes:

Tournament standing	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-32	33+
Tour points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9	3	1

Note: Tour seedings are done with all the teams participating in a tour irrespectively if they shall play or not at the next event.

Art. 15 Seeding Rules

Teams are seeded correlatively to the team ranking points (sum of the team's 3 best players ranking points prior to the competition). In case of a same team ranking points, seeding shall be determined randomly prior to the competition.

Note: In national team competitions, seeding shall be done based on the 3x3 Federation Ranking.

Art. 16 Disqualification

Any player committing 2 unsportsmanlike fouls (not applicable to technical fouls) shall be disqualified from the game and may be further disqualified from the event by the organizer. Independent thereof, the organizer shall 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 3 of the FIBA Internal Regulations). The organizer may also disqualify the entire team from the event depending on that team's other members' contribution (also through non-action) to the aforementioned behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of play.fiba3x3.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Art. 16.

Art. 17 Adaption to U12 Categories

The following adaptations to the rules are recommended in U12 categories:

1. Insofar possible, the basket may be lowered to 2.60 m.
2. The first team to score in overtime wins the game.
3. No shot clock is used. If a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.
4. Penalty situations are not applicable. All fouls are followed by check-ball, except those in act of shooting, technical fouls and unsportsmanlike fouls.
5. No time-outs are granted.

Note: The flexibility offered by the note of Art 6. to be discretionally applied as considered convenient.

END.

