

3X3 FIBA BASKETBALL RULES

(Condensed version – by Frank Cecchetto, GBABO Rules Interpreter)

n.b., The following rules may be modified by the tournament organizer(s) to accommodate the needs of the tournament.

1. Both teams warm up at the same time.
2. A coach cannot give any instruction during playing time.
1st infraction = Warning; 2nd infraction = Technical foul
3. A coin flip determines which team gets first possession; however, the team that wins the coin flip can decide if they would like to start with the ball or defer to their opponent. If they defer, they will receive the ball in the event of overtime (O.T. = 1st team to score 2 points, wins)
4. If a Technical is called at the end of playing time and the score is tied -> shoot the 1 shot to start the O.T. and award the ball to the team entitled to the "Check Ball".
5. **SCORING:**
 - a. Every successful attempt inside the arc = 1 pt.
 - b. Every successful attempt beyond the arc = 2 pt.
 - c. Every successful free throw = 1 pt.
6. **Playing Time/Winner of Game**
 - a. One period of 10 minutes
 - b. Clock stops for free throws and dead ball situations e.g., fouls, balls out-of-bounds
 - c. First team to 21 points during playing time, wins.
 - d. If overtime is necessary -> 1 minute break, first team to score 2 pts., wins
7. **Fouls & Free Throws**
 - a. The penalty is after 6 team fouls
 - b. Players are not excluded based on the number of Team fouls
 - c. Foul on a shot released (and is successful) = 1 free throw,
BUT, 2 free throws awarded as of the 7th Team foul
 - d. Foul on shot released (not successful), from inside the arc = 1 free throw
BUT, 2 free throws awarded as of the 7th Team foul
 - e. Foul on shot released beyond the arc (not successful) = 2 free throws
8. **Unsportsmanlike Fouls and Disqualifying Fouls**
 - A UF and DF count as 2 fouls (each) for the purpose of Team fouls
Penalty = 2 Free Throws BUT NO POSSESSION
9. **Team Fouls**
 - Team fouls # 7, 8 and 9, shall always be penalized with 2 free throws
10. **Ten Team Fouls (and any subsequent Team Fouls)** – shall be penalized with 2 free throws, plus ball possession. This clause applies also to U-Fouls and in the act of shooting, **but NOT technicals.**

11. Technical Fouls

T-Fouls are always 1 free throw and resume play as per FIBA Rules.

- a. A, T by the Defense = Shot Clock reset to 12
- b. A, T by the Offence = Shot Clock /hold (stays the same)

12. Fake-a-Foul

- As per FIBA Rules

13. Summary of U-Foul Penalties

Player U-Foul	Team Foul 1-6	Team Foul 7-9	Team Fouls 10+
1 st U-Foul →→→→	2 Free Throws	2 Free Throws	2 Free Throws + possession
2 nd U-Foul →→→→	2 Free Throws + Possession	2 Free Throws + possession	2 Free Throws + possession
REMEMBER: Any U-Foul shall always count as 2 Team Fouls			

14. Summary of Technical Foul Penalties

T-Foul: Defensive Player	T-Foul: Offensive Player	NO Team Control
<ul style="list-style-type: none"> • 1 Free Throw + possession for Offensive team • Shot Clock reset to 12 	<ul style="list-style-type: none"> • 1 Free Throw + possession for Offensive team • NO reset 	<ul style="list-style-type: none"> • 1 Free Throw + possession for last <u>defensive</u> team • Shot Clock reset to 12
REMEMBER: Technical foul penalty ALWAYS results in ONLY 1 shot		

15. Team Fouls

- a. When less than 7 and NOT SHOOTING = as per FIBA Rules.
- b. 7 – 9 Team Fouls = 2 Free Throws
- c. Team Fouls: 10 or more = 2 Free Throws plus possession

16. Offensive Fouls

- As per FIBA Rules, even if the Offensive Team has 10 Team Fouls

17. Cancellation of Equal Penalties

- As per FIBA Rules.

18. After a basket or made free throw, play resumes with a non-scoring team player dribbling or passing the ball beyond the arc. The ball cannot be passed in from out-of-bounds. The player cannot touch/step on/step over the endline ... otherwise = "Check Ball."

- NOTE:**
- a. A defensive player is not allowed to play the ball in the No-Charge Semi-Circle
 - b. An offensive rebound – player can continue to play for a basket
 - c. A defensive rebound/Steal/Block = MUST return the ball beyond the arc

19. Exchange of Ball (Awarding the Ball)

Possession of the ball given to either team following a dead ball period shall start/resume with a "Check Ball" (exchange of the ball between the defensive player and the offensive player beyond the arc, at the top of the playing court). * A player is beyond the arc when

neither foot is inside the arc or touching the line (if a foot inside the arc is lifted, it is no longer considered to be in the arc).

20. **Jump Ball** - Award the ball to the last defensive team, with a new shot clock

21. **Shot Clock** – is a 12 sec shot clock

22. **After a Score ... and new Defense playing defense in the No-Charge Semi-Circle:**

1st Time = Warning; 2nd Time = Team Technical

23. **“NO-CLEARED BALL”**

If there is No-Cleared Ball, and there is a try for a basket, and the foul occurs by the defense -> Blow the whistle when the shot is released = NO basket if made and no foul charged.

Award “Check-Ball” to defense.

24. A1, attempting to clear the ball, has 1 foot outside the 1 pt area and lifts the foot that was inside the 1pt area = Cleared

25. When exchanging the ball on Check, the defense must have at least 1 meter separation (i.e., at least 1 m between the offensive and the defensive player).

26. **3-Second Violation:** An important example:

Team A scores, then B1 secures the ball and stands in the semi-circle but does not actively make an effort to leave the semi-circle -> the official shall STRICTLY apply the 3-second rule as soon as B1 takes control of the ball in the restricted area.

27. **Substitutions:**

- a. Both teams can have subs when the ball becomes dead prior to a Check Ball or free throw. They DO NOT have to notify the official while play is dead and the clock is stopped. SUBSTITUTION CAN ONLY TAKE PLACE BEHIND THE ENDLINE without any action by the official or the Table officials.
- b. The ball DOES NOT become dead on a basket. A1 scores a basket. The ball does not become dead and the clock is running ... so, Team B cannot substitute. If they do, Team B is immediately charged with a Technical Foul.
- c. Substitutions can occur between free throws because the ball is dead and the clock is not running.

28. **Time-outs:** 30 seconds – Each team has 1 time-out

- Any player or sub can request a time-out when the ball becomes dead, prior to a Check Ball or a free throw. **Remember** , the ball does not become dead after a field goal.