



Rules and Interpretations

April 2020



All references made are to the *Short Version of the Official 3x3 Basketball Rules and Interpretations* thereto



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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.



Teams – Rule & Interpretation

Art. 2 Teams

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

Note: Coaches on the field of play including seats for substitutes and/or remote coaching from outside the court are not allowed.

Example 2-1: During the game a person acting as a coach, seated out of the court, gives instructions to the players. This situation happens:

- a. During playing time.*
- b. During a time-out.*

Interpretation 2-1:

In both cases, players may not interact with anybody outside the court. Inappropriate interaction with people outside the court or any form of communication between players and coaches during the game may be considered as an unsportsmanlike behaviour. One warning shall be given to the team. Any such subsequent violation shall result in a technical foul. The Sports Supervisor of the competition may make the Referee aware of such infractions.



Game Officials & Start of Game – Rule



Art. 3 Game Officials

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

(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. *(Not mandatory for grassroots events.)*



Scoring – Rule



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.



Playing Time & Winning Score – Rule

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).

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).

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.



Winning Score – Interpretations

Example 6-1: With the score Team A 20 – Team B 20, A1 scores a 1-point field goal. This happens:

a. With 2 min remaining in the game clock.

Interpretation 6-1.1:

Team A is the winner of the game. The final score shall be Team A 21 – Team B 20.

b. During the overtime.

Interpretation 6-1.2:

The game shall continue. The first team to score 2 points in the overtime wins the game.



Winning Score – Interpretations

Example 6-2: A1 is fouled during an act of shooting from behind the arc. The shot is successful. This happens:

a. With 1 min remaining in the game with the score Team A 20 – Team B 20.

Interpretation 6-2.1:

Team A is the winner of the game. The final score shall be Team A 22 – Team B 20. The maximum possible score in a game during the regular playing time is 22. The free-throw(s) and possible possession of the ball as the result of the foul shall be disregarded.

b. During the overtime with the score Team A 21 – Team B 21.

Interpretation 6-2.2:

Team A is the winner of the game. The final score shall be Team A 23 – Team B 21. The maximum possible score in a game during the overtime is 23. The free-throw(s) and possible possession of the ball as the result of the foul shall be disregarded.



Forfeits & Loss by Default – Rule

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). For the winning team this game result shall not be considered when calculating the team’s average score while for the losing team this game result shall be considered with 0 points when calculating the team’s average score. A team shall be disqualified from the competition after its second forfeit or in case of no-show.

Not mandatory for grassroots events.

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. In case of a default where the winning team choses to have the game forfeited, the game result shall not be considered when calculating the team’s average score.

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



1st Team Foul Penalty & Free Throws – Rule



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.



2nd Team Foul Penalty & U-/D-Fouls – Rule



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.

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



Technical Fouls – Rule



7.6. 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.



U-Fouls – Summary

Summary of Unsportsmanlike Foul (UF) penalties:

Player UF	Team Foul 1-6	Team Foul 7-9	Team Foul 10+
1 st UF	2 free throws	2 free throws	2 free throws + possession
2 nd UF	2 free throws + possession	2 free throws + possession	2 free throws + possession

UF shall always account for 2 team fouls



T-Fouls – Summary

Summary of Technical Foul penalties:

TF Defensive Player	TF Offensive Player	No Team in Ball Possession
1 free throw	1 free throw	1 free throw
Ball for offensive team	Ball for offensive team	Ball for last defensive team
Shot clock reset to 12s	No reset of shot clock	Shot clock reset to 12s



U-/T-Fouls – Interpretations

Example 7-4: At the beginning of the game B1, commits an Unsportsmanlike Foul. Later in the game, B1 delays deliberately the restarting of the game and the Referee calls a Technical Foul against Team B. Close to the end of the game, B1 commits Team B's 6th team foul and the Referee calls it as:

a. A normal foul.

Interpretation 7-4.1:

B1 can continue to play. A player shall not be excluded based on the number of personal fouls.

b. An Unsportsmanlike Foul.

Interpretation 7-4.2:

B1 shall be automatically disqualified because of his second Unsportsmanlike Foul. B1 must leave the court immediately (Art.16).

c. A Technical Foul.

Interpretation 7-4.3:

B1 can continue to play. A player shall not be automatically disqualified for committing 2 Technical Fouls (Art.16).



After a Scored Basket – Rule



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.



After an Unsuccessful Shot/Steal/Block – Rule



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).



Check-Ball/Clear-Ball/Jump Ball – Rule



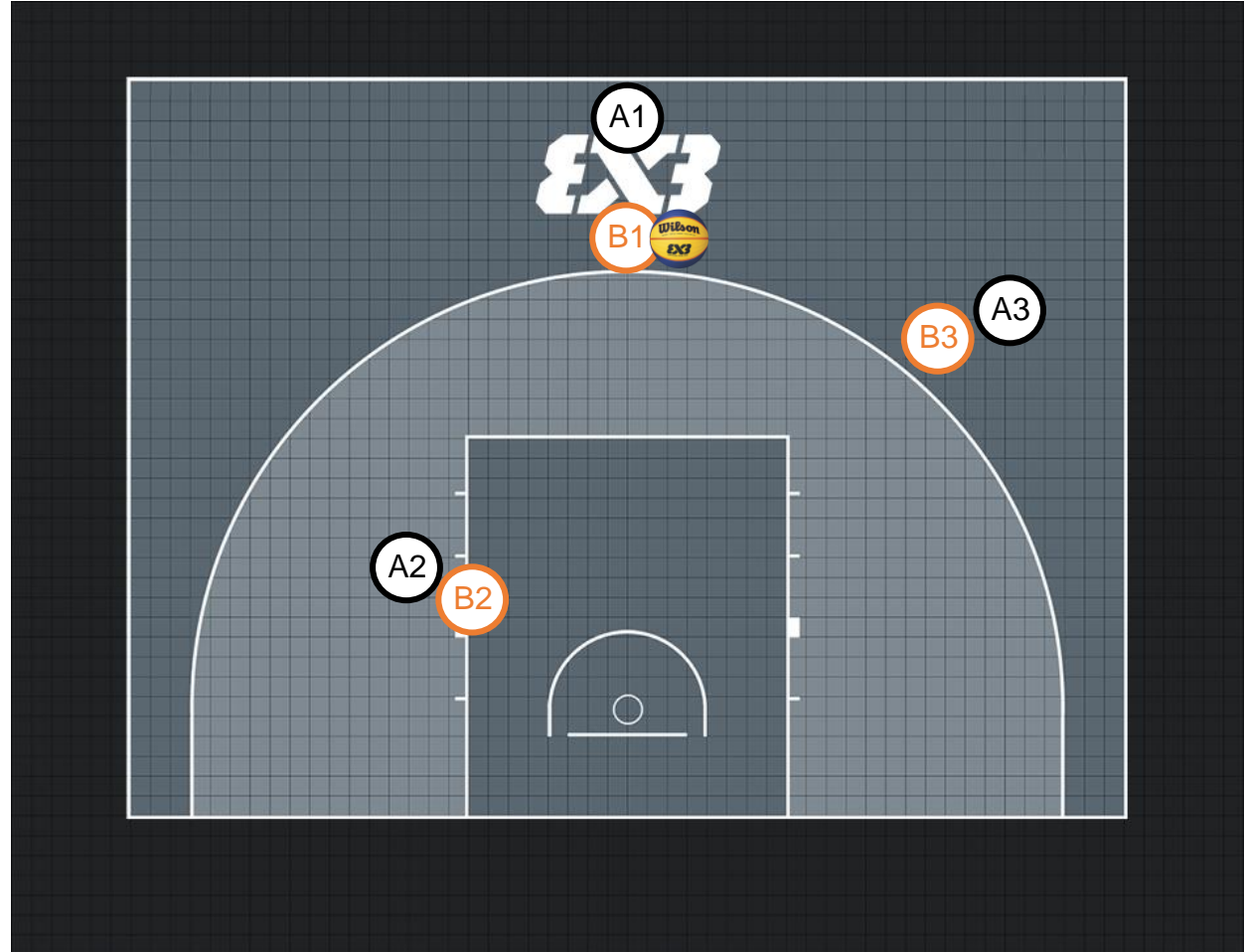
- 8.4. Possession of the ball given to either team following any dead ball situation shall start/resume with a check-ball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
- 8.5. A player is considered to be “behind the arc”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



Check-Ball – Interpretation

Correct check-ball:

1. Between B1 and A1
2. Behind the arc
3. At the top of the court
4. A reasonable distance (approx. 1m) between B1 and A1
5. B1 shall hand the ball over or bounce the ball to A1 with a normal basketball pass





Stalling – Rule



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 dribble inside the arc with his back or side to the basket for more than 3 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.



Substitution – Rule



Art. 10 Substitutions

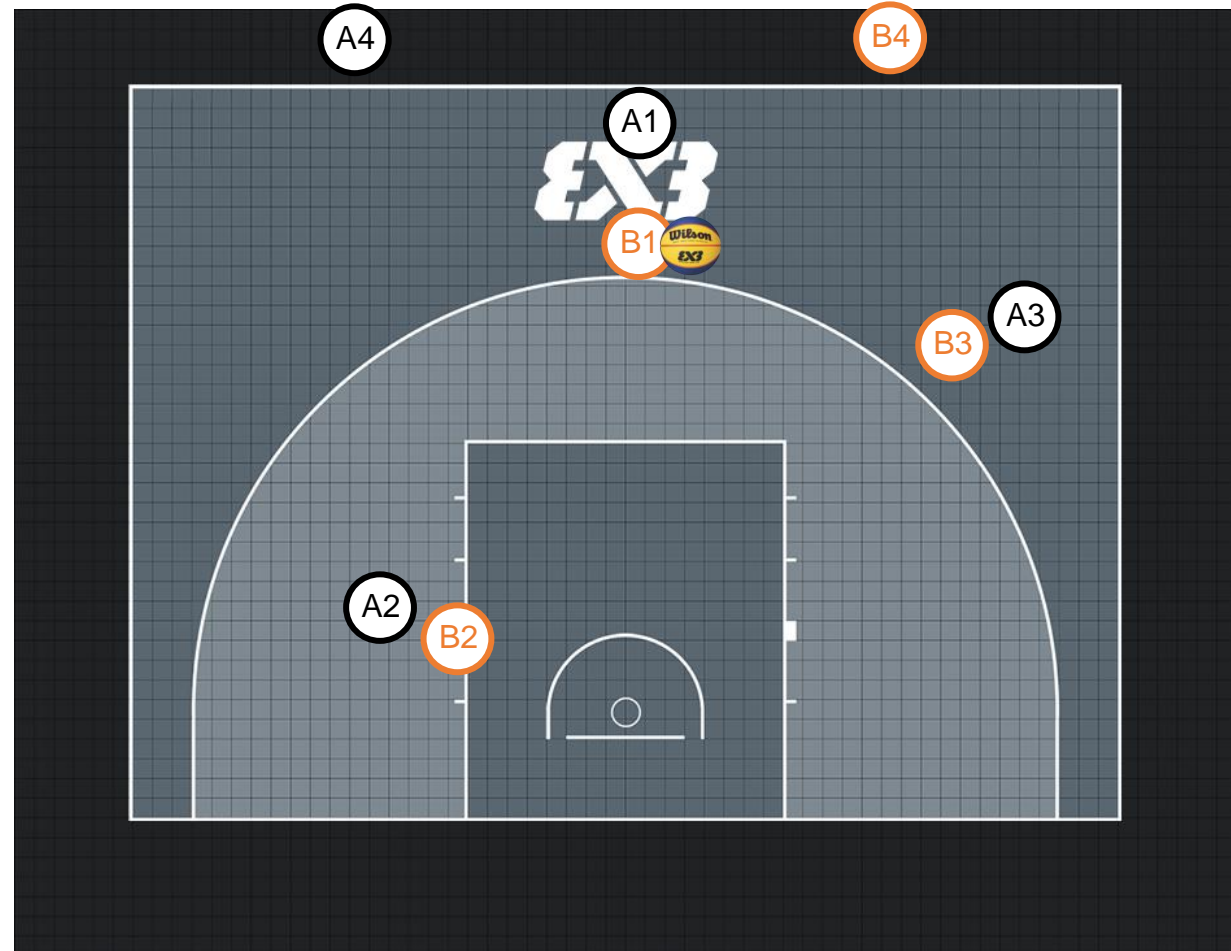
Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place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



Substitution – Interpretation

Correct substitutions:

1. B3 steps off the court
2. B4 enters the court
3. B1 hands the ball over or bounces the ball to A1 with a normal basketball pass





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.

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).



Time-outs – Interpretation

Example 11-1: After A1's successful field goal in the overtime, B1 requests a time-out.

Interpretation 11-1:

The ball does not become dead after a valid field goal and is available for Team B. The request shall be disregarded and the time-out shall not be granted. Team B 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.



Art. 12 Use of Video Material

12.1. The officials shall be authorised to use, if available and approved by the sports supervisor of the competition, if any, an Instant Replay System (IRS) to decide before signing the scoresheet:

1. The scorekeeping 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, challengeable by the Official 3x3 Basketball Rules, in the last 30 seconds of the regular playing time or when a team has reached 19 or more points or in the overtime of the game.
4. To verify if a goal tending occurred when such violation is called.
5. To identify the involvement of team members during any act of violence or during any game situations which may lead to violence. To make their final decision, the officials may consult the Sports Supervisor.
6. A Challenge request by a team as per the applicable provisions of the Official 3x3 Basketball Rules.



Challenge – Rule



12.2. Without prejudice of precedent and by using only the official video and materials, the following can always be challenged: if 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 shall count 1 or 2 points.

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



Art.13 Protest Procedure

- 13.1. A team may file a protest if its interests have been adversely affected by:
- a) An error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
 - b) A decision to forfeit, cancel, postpone, not resume or not play the game.
 - c) A violation of the applicable eligibility rules.
- 13.2. In case of a team's protest, only the official video and materials may be used to take a decision.



Protest – Rule



13.3. In order to be admissible, a protest shall comply with the following procedure:

- a) A player of that team shall sign the scoresheet immediately at the end of the game and provide a written explanation of the protest reasons, on the reverse side of the scoresheet, before the officials have signed the scoresheet.
- b) A fee of USD 200 shall be applied to each protest and shall be paid in case of the protest is lost.

13.4. The sports supervisor (or a person indicated to in charge of the protest at the Technical Meeting with the teams on the eve of the event), shall decide on the protest as soon as possible, in any case no later than before the next pool phase or next elimination round starts. His decision is considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, the decisions on the eligibility may be appealed as provided for in the applicable regulations.



Protest – Rule



13.5. The sports supervisor (or person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event) may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised. In case a protest is accepted for reasons other than the eligibility rules and leads to a change of winner of the game, the game shall be considered as tied at the end of the regular playing time and an overtime shall be played immediately.



Full Rules & Interpretations

For full details, please visit:

Official 3x3 Basketball Rules – Full Rulebook

<https://fiba3x3.com/docs/fiba-3x3-basketball-rules-full-version.pdf>

Official 3x3 Basketball Rules – Short Version

<https://fiba3x3.basketball/docs/FIBA-3x3-Basketball-Rules-Full.pdf>

FIBA 3x3 Basketball - Rules Interpretations

<https://fiba3x3.basketball/docs/3x3-rules-of-the-game-2019-interpretations.pdf>