

FIBA 3x3 Official Rules of the Game – Official Interpretations

July 2018

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

The aim of this document is to **apply** the principles and concepts of the rulebook into practical and specific situations as they might arise during a normal 3x3 game.

The Referee shall have the full power and authority to make decisions on any point not specifically covered in the 3x3 Official Rules of the Game or in **the 3x3** Official Interpretations.

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 15m (width) x 11m (length). The court shall have a regular-sized restricted area, including a free throw line (5.80m), a 2-point line (6.75m) 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.

Notes:

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

2. FIBA Official Competitions are 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: No coach on the playground and/or no remote coaching from the bleacher are 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.

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.

Example 3-1: 3 minutes after the beginning of the game, 1 Referee appears to be injured and cannot continue to officiate.

Interpretation 3-1: If a Referee is injured or for any other reason cannot continue to perform his duties within 5 minutes of the incident, the game shall be resumed. The remaining Referee will officiate alone for the remainder of the game, unless there is the possibility of replacing the injured Referee with a qualified substitute Referee. After consulting the organizer, the remaining Referee will decide upon the possible replacement.

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.

Example 4-1: After the regular playing time, the score is Team A 15 – Team B 15. Team A was entitled to the ball at the beginning of the game. During the interval prior to the overtime, B1 disrespectfully addresses the Referee and is charged with a technical foul.

Interpretation 4-1: The overtime will start with 1 free throw and ball possession for Team A. Team B will lose the right for the ball at the beginning of the overtime.

Example 4-2: Team B is entitled to the first check ball under the coin flip procedure. An official makes an error and the ball is erroneously awarded to Team A. The error is discovered:

- a. Before the ball is in the hands of a player of Team A player for the beginning of the game (and the game clock shows 10:00).

Interpretation 4-2.1: The game has not started yet. The ball shall be awarded to Team B as per the coin flip procedure.

- b. After the game has already started (and the game clock shows 09:59 or less).

Interpretation 4-2.2: The game has already started and the error cannot be corrected. Team B shall be entitled to the check ball at the beginning of the potential overtime.

Example 4-3: In a FIBA 3x3 Official Competition Team B has fewer than 3 players on the playing court ready to play when the game is scheduled to begin.

Interpretation 4-3: The beginning of the game shall be delayed for a maximum of 5 minutes (in FIBA 3x3 Official Competitions, the Sports Supervisor can modify this time at his/her discretion). If the absent players arrive on the playing court ready to play before 5 minutes have passed, the game shall begin immediately. If the absent players have not arrived on the playing court ready to play before 5 minutes have passed, the game shall be forfeited to Team A.

Example 4-4: In a FIBA 3x3 Official Competition, Team A has fewer than 3 players on the court ready to play because of injuries, disqualifications etc. This happens:

- a. Prior to the start of the game.
- b. After the game has already started.

Interpretation 4-4: The obligation to be present a minimum of 3 players is valid only for the beginning of the game. In case (a), the game shall not start. In case (b), Team A shall continue to play with fewer than 3 players. After the start of the game a team must always be present with at least 1 player on the court.

Example 4-5: During the game, A1 leaves the game due to an injury. Team A can continue the game with only 2 remaining players, as they have no substitute available. As Team A is playing with 2 players, Team B decides for any reason to also play with 2 players, whilst 1 player remains seated on the substitution chair.

Interpretation 4-5: The decision of Team B to play with 2 players shall be permitted. Even if Team B has 3 players available, at least 1 of them must be on the playing court.

Example 4-6: Before the beginning of the game, B1 disrespectfully addresses the Referee and is charged with a technical foul.

Interpretation 4-6: Team A shall be awarded 1 free throw. The game shall start according to the coin flip procedure. A technical foul before the start of the game shall always result in 1 free throw for the opposing team.

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.

Statement:

In all situations where a defensive team establishes ball control and scores the basket without clearing the ball, the basket shall be cancelled as the team had not cleared the ball prior to the shot attempt. This shall include controlled taps and put-back baskets.

In all situations where a defensive team taps a defensive rebound into the basket without having ball control or deflects a pass or taps a dribbling directly into the basket, the basket shall count and the score shall be assigned to the last offensive player in ball control. If this deflection or tap happens in the 1-point field goal area, the basket shall count for 1 point. If this deflection or tap happens in the 2-point field goal area, the basket shall count for 2 points.

Example 5-1: A1 releases the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by

- a. An offensive player
- b. A defensive player

who is within the 1-point field goal area. The ball then continues its flight and enters the basket.

Interpretation 5-1: The value of a field goal is defined by the place on the floor from where the shot was released. A field goal released from the 1-point field goal area counts 1 point, a field goal released from the 2-

point field goal area counts 2 points. In both cases Team A shall be awarded 2 points as A1's shot was released from the 2-point field goal area.

Art. 6 Playing Time/Winner of a Game

6.1. The regular playing time shall be 1 period of 10 minutes regular playing time. 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 regular playing time only (not to a potential overtime).

6.3. If the score is tied at the end of 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 the team is not present 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 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.

Note: 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)

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

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 to the end of 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 will be Team A 22 – Team B 20. The maximum possible score in a game during the regular playing time is 22. Free-throw(s) and possession of the ball for 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 will be Team A 23 – Team B 21. The maximum possible score in a game during the overtime is 23. Free-throw(s) and possession of the ball for the foul shall be disregarded.

Example 6-3: With the score Team A 15 – Team B 15, A1 is fouled during an act of shooting from the 2-point field goal area. Simultaneously the game clock signal sounds for the end of regular playing time. This is Team B's 10th team foul in the game. The shot is successful.

Interpretation 6-3: A1's successful field goal is valid. A1 shall attempt the 2 free throws as a result of the foul, as Team A didn't reach 21 points. Team A is the winner of the game and the number of free throws scored by A1 shall determine the final score. Team A shall lose the possession of the ball, as the playing time is expired.

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 awarded 1 free throw, whilst fouls during the act of shooting from behind the arc shall be awarded 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. Team fouls 7, 8 and 9 shall always be awarded 2 free throws. Team foul 10 and any subsequent team fouls shall be awarded 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules Art. 7.2 and 7.3.

7.5. All technical fouls shall be always awarded 1 free throw and ball possession. All unsportsmanlike fouls shall be awarded 2 free throws and ball possession. After a technical or unsportsmanlike foul, the game shall continue with an exchange of the ball behind the arc at the top of the court.

Note: No free throws are awarded after an offensive foul.

Statement 1:

A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.

During the game, each player has the right to occupy any position (cylinder) on the playing court not already occupied by an opponent. This principle protects **his** space on the floor which he occupies and the space above him when he jumps vertically within that space.

Any player not in possession of the ball: A player shall not hold, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot. The principal of advantage/disadvantage is applied until the freedom of movement of the player is restricted by an opponent.

Player in possession of the ball not in Act of Shooting: A **defensive** player shall not hold, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot outside his cylinder, provoking the clear loss of control of the ball of the offensive player.

Player in Act of Shooting: As soon as **a** player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.

The principal of advantage/disadvantage is applied until:

- **The offensive player** clearly loses his/her balance and/or the control of the ball because of excessive contact of defensive player.
- **The defensive player** clearly loses his/her balance because of excessive contact of offensive player.

Statement 2:

An unsportsmanlike foul is a player foul **with** an excessive, hard or dangerous contact.

Holding an opponent in control of the ball shall be considered as an unsportsmanlike foul.

Statement 3:

A player clearly exaggerating or faking a contact may receive a technical foul immediately. No warning shall be given.

Example 7-1: A1 commits a disqualifying foul.

Interpretation 7-1: A Team B player shall be awarded with 2 free throws and ball possession. A1 shall be disqualified from the game, must leave the court immediately and may be further disqualified from the event by the organizer (Art. 16).

Example 7-2: With 3:05 remaining on the game clock, both teams have committed 7 fouls. A1 is dribbling the ball in the 2-point field goal area. A2 and B2 are fighting for position close to the basket. The Referee calls a foul:

- a. Against A2 (offensive foul).

Interpretation 7-2.1: An offensive foul is a personal foul committed by a player of the team in control of the live ball or entitled to the ball. No free throws are awarded after an offensive foul. Check ball for Team B.

- b. Against B2 (defensive foul).

Interpretation 7-2.2: Team A is in the bonus. A2 shall be awarded 2 free throws.

Example 7-3: A1 is dribbling the ball. B1 deflects the ball and both players start running to reach the ball. In order to get an advantage, A1 pushes B1 and the Referee calls a personal foul against A1. This is:

- a. The 1st Team Foul in the game.
- b. The 7th Team Foul in the game.
- c. The 10th Team Foul in the game.

Interpretation 7-3: After B1's deflection, Team A did not lose the possession of the ball. Therefore, A1's foul shall be considered as an offensive foul. In all cases, the game shall continue with a check ball for Team B.

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 charges him with a Technical Foul. Close to the end of the game, B1 commits his 6th 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, and must leave the court (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).

Example 7-5: A1 is fouled by B1 while attempting a 1-point field goal. The shot is not successful. Team B has committed 3 fouls.

Interpretation 7-5: A1 shall be awarded 1 free throw.

Example 7-6: A1 is fouled by B1 while attempting a 2-point field goal. The shot is successful. Team B has committed 5 fouls.

Interpretation 7-6: Team A shall be awarded 2 points and A1 shall be awarded 1 additional free throw.

Example 7-7: A1 is fouled by B1 while attempting a 1-point field goal. The shot is not successful. Team B has committed 8 fouls.

Interpretation 7-7: A1 shall be awarded 2 free throws

Example 7-8: A1 is fouled by B1 while attempting a 2-point field goal. The shot is successful. Team B has committed 10 fouls.

Interpretation 7-8: Team A shall be awarded 2 points, A1 shall be awarded 2 additional free throws followed by Team A ball possession.

Example 7-9: Simultaneously with the game clock signal for the end of the regular playing time, B1 fouls A1 not in the Act of Shooting and an Unsportsmanlike Foul is called. The score is Team A 13 – Team B 15.

- a. A1 misses one or both free throws.

Interpretation 7-9.1: The game has ended.

- b. A1 scores both free throws.

Interpretation 7-9.2: The game shall continue with the overtime. The ball will be awarded to Team A, as a result of the Unsportsmanlike Foul (coin flip procedure shall not be applied).

Example 7-10: A1 attempts a jump-shot for a 2-point field goal. B1 runs to A1 to block the shot.

- a. B1 makes slight contact with A1's lower body before A1 lands with both feet on the court on his legal landing space.

Interpretation 7-10.1: Foul by B1. A1 shall be awarded 2 free throws as B1 took away A1's landing space and contact occurred.

- b. A1 extends his leg initiating contact before he releases the shot.

Interpretation 7-10.2: A1 offensive foul. An eventual basket shall be cancelled. Ball possession shall be awarded to Team B. Irrespectively of this, excessive contact or dangerous play may be charged with an Unsportsmanlike Foul.

- c. A1 extends his leg initiating contact or trying to initiate contact after he released the shot.

Interpretation 7-10.3: A1 technical foul for flopping. An eventual basket shall count. Team B shall be awarded 1 free throw and ball possession. Irrespectively of this, excessive contact or dangerous play may be charged with an Unsportsmanlike Foul.

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.

Statement 1:

(redundant)

Statement 2:

After a scored basket all actions with the intent to delay the game shall lead to an immediate warning. Any subsequent attempt to delay the game by an already warned team shall lead to a technical foul.

Example 8-1: After **A1**'s successful field goal, **B1** collects the ball to resume the game. **A2** inside the no-charge semi-circle starts playing clean defence against **B1**.

- Team A had not received a warning for delay of the game prior to this action.

Interpretation 8-1.1: The **Referee shall** give an official warning to Team A for interference after a scored basket.

- Team A had already received a warning for delay of the game prior to this action.

Interpretation 8-1.2: Team A shall be immediately charged with a Technical Foul for interference after a scored basket.

Example 8-2: After **A1**'s successful field goal, **B1** tries to collect the ball to resume the game. **A2** inside the no-charge semi-circle starts preventing **B1** from collecting the ball without fouling **B1**.

- Team A had not received a warning for delay of the game prior to this action.

Interpretation 8-2.1: The **Referee shall** give an official warning to Team A for delay of the game.

- Team A had already received a warning for delay of the game prior to this action.

Interpretation 8-2.2: Team A shall be immediately charged with a Technical Foul for delay of the game.

Example 8-3: After A1's successful field goal, Team B does not immediately try to collect the ball.

- a. Team B had not received a warning for delay of the game prior to this action.

Interpretation 8-3.1: The Referee shall stop the game to avoid stalling and give an official warning to Team B for delay of the game. Check Ball for Team B.

- b. Team B had already received a warning for delay of the game prior to this action.

Interpretation 8-3.2: Team B shall be immediately charged with a Technical Foul for delay of the game.

Example 8-4: After A1's successful field goal, B1 touches the ball with his leg and the ball goes out of bounds.

- a. B1's touch happens accidentally.

Interpretation 8-4.1: Check-ball for Team B.

- b. B1's touch happens deliberately.

Interpretation 8-4.2: If Team B had not received a warning for delay of the game yet, the Referee shall give a warning to Team B and the game shall continue with a check-ball for Team B. If Team B had already received a warning for delay of the game, a Technical Foul shall be charged against Team B.

Example 8-5: After A1's successful field goal, B1 collects the ball and then

- a. Touches the end line with one foot.

Interpretation 8-5.1: Out-of-bounds violation, check-ball for Team A.

- b. Makes 3 steps before starting the dribble.

Interpretation 8-5.2: Travelling violation, check-ball for Team A.

Example 8-6: After A1's successful field goal, B1 passes the ball to B2 inside the 1-point field goal area. B2 attempts a field goal.

Interpretation 8-6: As soon as the ball leaves B2's hands, the Referee shall call a "No-cleared ball" violation as B2 had no right to attempt a field goal.

Example 8-7: After A1's unsuccessful shot for a field goal, B1 rebounds the ball and dribbles for 8 seconds inside the 1-point field goal area. Before the ball is cleared, B1 is fouled by A1.

Interpretation 8-7: The foul shall count, as Team B has the right to clear the ball until the shot clock period expires.

Example 8-8: A1's shot is blocked by B1. B2 recovers the ball and penetrates towards the basket without having cleared the ball. Immediately after the ball has left B2's hands for a lay-up shot, B2 is fouled by A3. The lay-up shot is successful.

Interpretation 8-8: "No-cleared ball" violation as Team B has no right to attempt a field goal. The basket shall not count. Check ball for Team A. The defensive foul shall be disregarded, unless called as an Unsportsmanlike or Disqualifying Foul.

Example 8-9: In an attempt to clear the ball, A1 is dribbling the ball with one of his feet outside the 1-point field goal area. Then he lifts the other foot off the floor.

Interpretation 8-9: The ball is cleared, because neither of A1's feet are **neither inside nor on the arc.**

Example 8-10: During the check-ball at the top of the court between **B1 and A1**, **B1** throws the ball **out-of-reach** of the opponent.

a. **Team B had not received a warning for delay of the game prior to this action.**

Interpretation 8-10.1: The Referee **shall** give an official warning to Team **B**. The offensive player must receive the ball behind the arc. The defensive player has to hand over or bounce the ball to the opponent with a normal basketball pass.

b. **Team B had already received a warning for delay of the game prior to this action.**

Interpretation 8-10.2: Team **B shall** be immediately charged with a Technical Foul.

Example 8-11: During the check-ball, **B1** positions himself too close to **A1**.

Interpretation 8-11: The Referee shall not allow resuming the game until there is a reasonable distance (approx. 1 metre) between the 2 players.

Example 8-12: During the check-ball between **B1 and A1**, **B1** is swiping at the ball before **A1** takes control of the ball.

a. **Team B had not received a warning for delay of the game prior to this action.**

Interpretation 8-12.1: The Referee shall give an official warning to Team **B** for delay of the game. The offensive player must take control of the ball before the defensive player can actively play for the ball. The shot clock and the game clock shall be corrected if time elapsed.

b. **Team B had already received a warning for delay of the game prior to this action.**

Interpretation 8-12.2: Team **B shall** be immediately charged with a Technical Foul.

Example 8-13: **A1** is dribbling the ball. **B1** taps the ball and both players **are running for** the ball. Then **A1** and **B1** put their hands **firmly** on the ball. The **Referee** calls a jump ball.

Interpretation 8-13: **The defensive team shall be awarded the ball**, in this case Team **B**.

Example 8-14: **A1** attempts a shot for a field goal. After the ball touches the **ring**, **A2** and **B3**, jumping for the rebound, land on the court with both of them having both hands firmly on the ball. The Referee calls a jump ball.

Interpretation 8-14: The ball shall be awarded to Team **B**, as Team **A** had the last possession of the ball. The team that did not have the last possession of the ball is considered the defensive team.

Example 8-15: While Team **A** has possession of the ball, the game is stopped by the Referee because **of:**

a. **The court surface is damaged.**

Interpretation 8-15-1: The game shall continue with a check-ball for Team **A** and **with** the actual remaining time on the **shot clock**.

b. **Player A1 is injured and** requires immediate attention.

Interpretation 8-15-2: The game shall continue with a check-ball for Team **A** and **with** the actual remaining time on the **shot clock**.

c. **Player B1 is injured and** requires immediate attention.

Interpretation 8-15-3: The game shall continue with a check-ball for Team A and with a new shot clock period of 12 seconds.

Example 8-16: Team A scores a field goal. B1 takes control of the ball inside the semi-circle, but does not actively make the effort to leave the semi-circle area.

Interpretation 8-16: The Referee shall strictly apply the 3-second rule as soon as B1 takes control of the ball in the restricted area.

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.

Statement 1:

If the court is not equipped with a shot clock Art. 9.1 shall be enforced by the Referee by warning the team by counting down the last 5 seconds. In case the court is equipped with a shot clock, Art. 9.2 is applied in regard to stalling and failing to play actively.

Statement 2:

A player re-arranging any of his equipment (tying shoe laces etc.) shall be substituted immediately and may re-enter the game only in the next dead ball situation. Refusal to leave the court after being requested by the referee to do so shall result in a Technical Foul.

Example 9-1: After the ball has been cleared, A1 is dribbling inside the 1-point field goal area, close to the 2-point field goal line, with the back to the basket for more than 5 seconds.

Interpretation 9-1: Stalling violation. Check-ball for Team B.

Example 9-2: A1, holding a live ball outside the 1-point field goal area, passes the ball to A2 close to the basket. A2 dribbles for 3 seconds inside the restricted area.

Interpretation 9-2: 3-second violation. Check-ball for Team B.

Art. 10 Substitutions

Any team is allowed for 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.

Example 10-1: After **A1**'s successful field goal, B4 substitutes B1 while the game clock is running.

Interpretation 10-1: B1's substitution **shall not** be allowed. After a basket, the ball does not become dead and is available for **Team B**. Team B shall be immediately penalised with a technical foul.

Example 10-2: **A1** is awarded 2 free throws. B4 substitutes B1 between the first and second free throw before the ball is handed over to **A1** for his second free throw.

Interpretation 10-2: B1's substitution shall be granted since the ball is dead.

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 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).

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

Interpretation 11-1: B1's request cannot be granted. After a basket, the ball does not become dead and is available for **Team B**. Therefore, **the** time-out **cannot** be granted to Team B **until** the ball **becomes dead**. The game **continues** with a check-ball. If Team B has not used the time-out during regular playing time, **in the overtime** the request can be granted at the first dead ball situation.

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 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 to end the game was released during playing time and/or whether that shot for a field goal counts for 1 or 2 points.
- 3.** In the last 30 seconds of the regular playing time or in the overtime any game situation that can be subject to a Challenge request.

4. A Challenge request by a team.

12.2. In case of a protest procedure (Art. 13) 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 (only Open category) and World Tour as well as if foreseen by the respective competition's regulation and subject to the availability of IRS.

Statement 1:

In case an IRS is available in Olympic Games, World Cup (only Open category) and World Tour as well as if foreseen by the respective competition's regulation, any player of any team may request a video review ("Challenge") in one of the below listed situations.

Only a score and/or a call by the Referee can get challenged. A no-call not leading to a score cannot be challenged. Situations when a Challenge may be requested by a team during the game are (exhaustive list):

- Verify whether a successful shot was released before or after the shot clock expired.
- Identify the player who caused the ball to go out-of-bounds when such is called in the last 2 minutes or overtime of a game. (A Challenge cannot be requested if the Referee did not call an out-of-bounds violation).
- Verify if a player has committed an out-of-bounds violation when such is called in the last 2 minutes or overtime of a game. (A Challenge cannot be requested if the Referee did not call an out-of-bounds violation).
- Verify if a player had cleared the ball after a new team possession.
- Verify if the possession of the ball had changed or if the ball needed to be cleared before a shot attempt.
- Verify whether a shot for a field goal shall be considered valid and/or it counts for 1 or 2 points. Only the Act of Shooting shall be reviewable.
- Verify whether a shooting foul called shall be awarded 1 or 2 free throws.

To request a Challenge, the player shall use his voice saying loud and clear "Challenge" and indicating a "C" using his thumb and index finger. The Challenge can only be requested immediately during the next ball possession of a team or in the next dead-ball situation after the action occurred whichever happens first. (If the Challenge is not requested the next time the team gains possession after the situation occurred or in the first dead ball after the situation occurred, the Challenge request shall be refused.)

During the review all players shall stay away from the scorers' table while the Referee reviews the situation.

If after the review the Referee's decision is confirmed and remains unchanged ("Challenge lost") the team shall lose the Challenge right for the rest of the game.

If after the review the Referee's decision is corrected and changed ("Challenge won") the team shall retain the Challenge right.

If the video material is not clear the Referee's decision shall remain unchanged, however, the team shall retain its Challenge right.

Statement 2:

The Sport Supervisor may serve as a source of advise for the Referee for determining the correct decision, while the ultimate decision shall be taken by the Referee.

To request the attention of the Referee, the Sport Supervisor may only stop the game after a scored basket without placing any team in disadvantage.

Example 12-1: A1 shoots for a field goal near the end of the shot clock period and the shot clock signal sounds.

- a. The shot is successful. Team B takes control of the ball. A1 commits a foul on B1. B1 requests a Challenge on A1's basket scored.

Interpretation 12-1-1: The Challenge request for verifying whether the successful shot was released on time shall be granted.

1. If the Challenge is won, the basket and A1's foul are cancelled (unless DF, UF or TF). The game clock shall be reset to the time when the shot clock violation occurred. The game shall continue with a check-ball for Team B (unless the foul was called as an UF or DF)
 2. If the Challenge is lost, basket and foul shall be valid. The game shall continue with a check-ball for Team B (unless the foul is leading to a free throw situation). The game clock shall not be reset.
- b. The shot is not successful. A2 rebounds the ball and scores. During team B's first ball possession after A2's basket B1 requests a Challenge for verifying whether A1's unsuccessful shot was released on time.

Interpretation 12-1-2: The Challenge request shall not be granted. Only a successful shot can get challenged to verify whether the shot was released on time or not.

Example 12-2: A1 attempts a shot for a field goal near the end of the shot clock period. The shot has missed the ring and the shot clock is erroneously reset. A2 rebounds the ball and scores. Team B takes possession of the ball. B1 requests a Challenge on the erroneous reset of the shot clock.

Interpretation 12-2: The Challenge request shall not be granted. Only the Referee can decide to review a malfunction of the shot clock.

Example 12-3: A1 rebounds the ball after a shot by Team B. A1 dribbles towards the basket without clearing the ball and attempts a shot for a field goal.

- a. The shot is successful. Team B takes possession of the ball. A1 commits a foul on B1. B1 requests a Challenge on Team A not clearing the ball.

Interpretation 12-3-1: The Challenge request shall be granted.

1. If the Challenge is won, the basket and A1's foul are cancelled (unless UF or DF). The game clock shall be reset to the time when the clearing violation occurred. The game shall continue with a check-ball for Team B (unless the foul was called as a DF, UF or TF).
 2. If the Challenge is lost, basket and foul shall be valid. The game shall continue with a check-ball for Team B (unless the foul is leading to a free throw situation). The game clock shall not be reset.
- b. The shot is not successful. A2 rebounds the ball and scores. During team B's first ball possession after A2's basket B1 requests a Challenge on Team A not clearing the ball.

Interpretation 12-3-2: The Challenge request shall be granted. B1 requested the Challenge during their next ball possession.

Example 12-4: A1 dribbles and fumbles the ball. B1 and A1 run for the ball. A1 pushes B1. A foul is called on A1. It is Team A's 8th team foul. 2 free throws are erroneously awarded to B1. A2 requests a Challenge for no loss of possession.

Interpretation 12-4: The Challenge request shall be granted. The free throws shall be cancelled since A1's foul must be considered an offensive foul as a team control foul. The game shall be resumed with a check-ball for Team B.

Example 12-5: A1 scores a goal from the 2-point field goal area. During his Act of Shooting he touches the

side line. Team B takes possession of the ball and requests a Challenge for validity of the goal.

Interpretation 12-5: The Challenge request shall be granted. The Act of Shooting is reviewable. The goal shall be cancelled and the game shall continue with a check-ball for Team B. The game clock shall be reset to the time when the out-of-bounds violation occurred.

Example 12-6: A1 is fouled during his unsuccessful Act of Shooting right from behind the 2-point field goal line. The Referee awards 1 or 2 free throws to A1.

a. Team B (or Team A) requests a Challenge on whether it was a 1- or 2-point field goal attempt.

Interpretation 12-6-1: The Challenge request shall be granted for any team. The Act of Shooting is reviewable. The Referee shall review whether the Act of Shooting took place behind the arc or not.

b. Team B requests a Challenge on the validity of the shot attempt.

Interpretation 12-6-2: The Challenge request shall be granted. The Act of Shooting is reviewable. The Referee shall review whether an out-of-bounds violation during the Act of Shooting or an expiry of shot clock or game time during the Act of Shooting occurred. Judgement calls cannot be reviewed.

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, then the security deposit is refunded.

Statement:

Only the official game video produced by the official event organiser shall be considered in the protest procedure.

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.

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

Statement:

A team disqualified by the organizer due to a default or 2 forfeits in a competition or for disciplinary reasons shall not be awarded individual ranking points and shall be displayed as "DQF" at the bottom of pool and final standings. The results and statistics of games already played shall be kept.

If a team is disqualified after a knock-out game that it had won, the opponent team shall be the winner keeping their game score as it stands, whilst the disqualified team's score is set to 0. The new winning team shall advance to the next round and complete the bracket.

Example 14-1: After pool play, Team A and Team B both finish with a:

- a. Record of 2-2. Team A is ranked ahead of Team B in the pool because of the head-to-head comparison. Both teams shall advance to the elimination round and both of them are eliminated after their first elimination game. In the final standings, Team B (17.5 points scored on average) is ranked ahead of Team A (16.5 points scored on average).

Interpretation 14-1-1: The final standings are correct. The head-to-head comparison is only applied in the pools, but not in the final standings. With both teams finishing with a 2-3 record, Team B is ranked ahead of Team A due to the higher scoring average.

- b. Record of 1-2. Team A is ranked ahead of Team B in the pool because of the head-to-head comparison. Both teams shall not advance to the elimination round. In the final standings, Team B (17.5 points scored on average) is ranked ahead of Team A (16.5 points scored on average).

Interpretation 14-1-2: The final standings are correct. The head-to-head comparison is only applied in the pools, but not in the final standings. With both teams finishing with a 1-2 record, Team B is ranked ahead of Team A due to the higher scoring average.

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 the 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 II 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.

Example 16-1: With 9:38 on the game clock A1 and B1 push each other and the Referee calls a Double Unsportsmanlike Foul against them. With 0:25 on the game clock, A1 fouls B2 by an excessive contact. A1 is charged with an Unsportsmanlike Foul.

Interpretation 16-1: A1 shall be disqualified for committing 2 Unsportsmanlike Fouls. A1 must immediately leave the court and may be further disqualified from the event by the organizer.

Example 16-2: With 9:15 on the game clock, A3 delays deliberately the continuation of the game after a basket scored. Since Team A was already warned for the same reason, the Referees charge a Technical Foul to team A. With 0:25 on the game clock, A3 disrespectfully addresses the Referees and a Technical Foul is called.

Interpretation 16-2: A3 shall not be disqualified for committing 2 Technical Fouls. The 2 Technical Fouls shall be charged against Team A and shall count as team fouls in the game.

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 2.60m.
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.

Statement 1:

The games of categories U12 and younger can be played with a size 5 basketball.

