

## **3x3 Official Rules of the Game – Official Interpretations**

May 2017

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

The aim of this document is to convert 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 following 3x3 Official Interpretations.

### **Art. 1 Court and Ball**

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 basketball playing court sized zone, including a free throw line (5.80m), a two point line (6.75m) and a “no-charge semi-circle” area underneath the one basket. Half a traditional basketball court may be used.

The official 3x3 ball shall be used in all categories.

### **Art. 2 Teams**

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

*Note: No coach on the playground, no remote coaching from the bleacher is allowed*

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

- (a) During playing time.
- (b) During a time-out.

**Interpretation 2-1:** In both cases, players may not interact with anybody else outside the court. Inappropriate interaction with people outside the court or any form of communication between players and coaches during the game may get evaluated as 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 1 referee and **both teams are required to supply a scorer, failure to do so will result in a 10-point penalty.**

#### **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 will start with the ball at the beginning on the game.
- 4.3.** The game must start with three players on the court.

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

**Interpretation 4-3:** The beginning of the game shall be delayed for a maximum of 5 minutes (in FIBA 3x3 Official Competitions, the Sports Director 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 is present with less than 3 players on the court 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 with a minimum of 3 players is valid only for the beginning of the game. In case (a), the game shall not start, whilst 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 more substitutes 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 one of them must be on the playing court.

**Example 4-6:** Before the beginning of the game, B3 disrespectfully addresses the referees and is charged with a technical foul.

**Interpretation 4-6:** 1 free throw for Team A. The game will 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 inside the arc shall be awarded one 2 points.
- 5.2.** Every shot behind the arc shall be awarded 3 points.
- 5.3.** Every shot that involves a partial foot inside the 4-point circle shall be awarded 4 points
- 5.4.** Every successful free throw shall be awarded 2,3 or 4 points, according to where the initial shooting foul took place.

**Example 5-1:** A3 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 2-point field goal area counts 2 point, a field goal released from the 3point field goal area counts 2 points. In both cases team A shall be awarded 2 points as A3'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 as follows: two periods of 12 minutes playing time. The clock shall be stopped on all whistles in the last minute of the second half. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- 6.2.** 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).
- 6.3.** 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, whilst the defaulting team's score is set to 0 in any case.
- 6.4.** A team losing by default or a tortuous forfeit will be disqualified from the competition.

### **Art. 7 Fouls/Free throws**

**7.1.** A team is in a penalty situation after it has committed 7 fouls. Players are excluded after committing 5 personal fouls, players excluded are not allowed on court for the rest of the game.

**7.2.** Fouls during the act of shooting inside the arc shall be awarded 1 free throw worth 2 points, whilst fouls during the act of shooting behind the arc shall be awarded 1 free throws worth 3 points, and fouling while shooting from the 4 points circle shall be awarded 1 free throw worth 4 points

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

**7.4.** Team fouls 7, 8 and 9 shall always be awarded with 1 free throw worth 2 points. The 10<sup>th</sup> and any subsequent team foul will be awarded with 1 free throw worth 2 points and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

**7.5.** All technical fouls will be always awarded with 1 free throw worth 3 points and ball possession; whilst unsportsmanlike fouls will be awarded with 1 free throw worth 2 points and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

*Note: no free throws are awarded after 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 the space on the floor which he occupies and the space above him when he jumps vertically within that space.

**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 AOS:** 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 outside his cylinder, provoking the clear loss of control of the ball of the offensive player.

**Player in AOS:** As soon as the 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

- ☐ offensive player clearly loses his/her balance and/or the control of the ball because of excessive contact of defensive player
- ☐ defensive players clearly loses his/her balance because of excessive contact of offensive player

**Statement 2:**

An unsportsmanlike foul is a player foul that is 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:** Player A3 gets called for a disqualifying foul.

**Interpretation 7-1:** Disqualifying fouls shall be awarded with 2 free throws and ball possession. A3 shall be disqualified from the game by the referees, must leave the court immediately and may be disqualified from the event by the organizer (Art. 15).

**Example 7-2:** With 3:05 in the game clock, both teams have committed 7 fouls. A4 is dribbling the ball outside the arc. A5 and B5 are fighting for position close to the basket. The referee calls a foul a. against A5 (offensive foul).

**Interpretation 7-2.1:** Check ball for Team B. No free throws are awarded after an offensive foul. 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. b. against B5.

**Interpretation 7-2.2:** 2 free throws shall be awarded to A5 since Team A is in the bonus.

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

- the 1<sup>st</sup> Team Foul in the Game.
- b. the 7<sup>th</sup> Team Foul in the Game.
- c. the 10<sup>th</sup> Team Foul in the Game.

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

**Example 7-4:** At the beginning of the game the referees call an Unsportsmanlike Foul against B3. After 2 min. B3 delays on purpose the restarting of the game and the officials charge him with a Technical Foul. Close to the end of the game B3 commits his 6th foul and the referees call it

- a. as a normal foul.

**Interpretation 7-4.1:** B3 can continue to play. A player shall not be excluded based on the number of personal fouls.

- b. as an Unsportsmanlike Foul.

**Interpretation 7-4.2:** B3 shall be automatically disqualified because of the second Unsportsmanlike Foul, and must leave the court (Art.15).

- c. as a Technical Foul.

**Interpretation 7-4.3:** B3 can continue to play. A player shall not be automatically disqualified for committing two Technical Fouls (Art.15).

**Example 7-5:** A4 is fouled by B4 while attempting a 1-point field goal. The shot is not successful. Team B has committed 3 fouls.

**Interpretation 7-5:** A4 shall be awarded 1 free throw.

**Example 7-6:** A4 is fouled by B4 while attempting a 2-point field goal. The shot is successful. Team B has committed 5 fouls.

**Interpretation 7-6:** 2 points for Team A and 1 additional free throw for A4.

**Example 7-7:** A4 is fouled by B4 while attempting a 1-point field goal. The shot is not successful. Team B has committed 8 fouls.

**Interpretation 7-7:** A4 shall be awarded 2 free throws

**Example 7-8:** A4 is fouled by B4 while attempting a 2-point field goal. The shot is successful. Team B has committed 10 fouls.

**Interpretation 7-8:** 2 points for Team A, 2 additional free throws for A4 and ball possession for Team A.

**Example 7-9:** Simultaneously with the game clock signal for the end of the regular playing time, B1 fouls A1 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:** A1 will attempt both free throws and the game will end, with Team A having no chance to reach the overtime.

- b. A1 scores both free throws.

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



**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 will resume the game by checking the ball to the scoring team
- The ball is live as soon as a player from the non scoring team has passed the ball to the scoring teams player at the top of the arc

**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 are inside nor step the arc.

**8.6.** In the event of a jump ball situation, the defensive team shall be awarded the ball.

**8.7.** Any “check ball” deemed unsportsmanlike by the referee will be awarded with a warning or a re-pass, a second violation will be awarded with an unsportsmanlike foul.

**Statement 1:**

A player who receives the ball while standing with both feet on the floor:

- ☐ The moment one foot is lifted, the other foot becomes the pivot foot.
- ☐ To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
- ☐ The ball is considered released when it does not rest in the player's hand(s) anymore.

A player who receives the ball while he is progressing or upon completion of a dribble may take two steps after catching the ball in coming to a stop, passing or shooting the ball.

The player receiving the ball while running shall release the ball to start his dribble before his second step.

**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 an unsportsmanlike foul.

**Example 8-1:** After A2's successful field goal team A collects the ball and checks the ball to team B at the top of the arc. Then A2 starts **playing clean defence** against B3.

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

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

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

**Interpretation 8-1.2:** Team A will be immediately charged with a Technical Foul for interference after a scored

basket.

**Example 8-3:** After B2's successful field goal, Team A does not immediately try to collect the ball.

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

**Interpretation 8-3.1:** The Officials will stop the game to avoid stalling and give an official warning to Team A. Check Ball for Team A.

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

**Interpretation 8-3.2:** Team A will be immediately charged with a Technical Foul.

**Example 8-4:** After A1's successful field goal, B3 touches the ball with his leg and the ball goes out of bounds.

a. B3's touch happens accidentally.

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

b. B3's touch happens on purpose.

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

**Example 8-8:** B1's shot is blocked by A1. A2 then recovers the ball and goes to the basket without having

cleared the ball. Immediately after the ball leaves A2's hands for a lay-up, A2's is fouled by B3. The lay-up is successful.

**Interpretation 8-8:** "No-cleared ball" violation and check-ball for Team B. The basket shall not count, as Team A didn't get the right to attempt a field goal without having previously cleared the ball. The defensive foul must 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 arc. Then he lifts the other foot off the floor.

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



**Example 8-10:** During the check-ball at the top of the court between A3 and B2, the defensive player A3 throws the ball out of reach of the opponent.

- a. This is the first time in the game.

**Interpretation 8-10.1:** The referee will give an official warning to Team A. 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. This is the second time in the game.

**Interpretation 8-10.2:** Team A will be immediately charged with a Technical Foul.

**Example 8-11:** During the check-ball, the defensive player A2 positions himself too close to the opponent B3.

**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:** A2 is dribbling the ball. Suddenly, B3 deflects the ball and both players start running to collect the ball. Then A2 and B3 put their hands on the ball. The official calls a jump ball situation.

**Interpretation 8-12:** The ball shall be awarded to the defensive team, in this case Team B.

**Example 8-13:** B1 attempts a shot for a field goal. After the ball touches the rim, B2 and A3, 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 8-13:** The ball shall be awarded to Team A, as Team B 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 8-14:** While Team A has possession of the ball, the game is stopped by the referee because

- a. Of the court surface breaking open.

**Interpretation 8-14-1:** The game shall continue with a check-ball for Team A and the actual remaining time on the shot-clock.

- b. Of player A2 suffering an injury that requires immediate attention.

**Interpretation 8-14-2:** The game shall continue with a check-ball for Team A and the actual remaining time on the shot-clock.

- c. Of player B2 suffering an injury that requires immediate attention.

**Interpretation 8-14-3:** The game shall continue with a check-ball for Team A and a new shot-clock period of 12 seconds.

### **Art. 9 Stalling**

**9.1.** Stalling or failing to play actively (i.e. not attempting to score) shall be given an 8 second shot clock.

**9.2.** If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The 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 five 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 them a warning by counting the last 5 seconds.*

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

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

**Example 9-2:** A1, holding a live ball outside the arc, 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**

Substitutions can be done by any team when the ball becomes dead, 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. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

**Example 10-1:** After A2's successful field goal, B4 substitutes B1 while the game clock is running.

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

**Example 10-2:** A2 is awarded 2 free throws. B4 substitutes B1 between the first and second free throw before the ball is handed over to A2 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 one team time-out. Any player can call the time-out in a dead ball situation.

**11.2.** In case of TV production, the organizer can decide to apply two TV time-outs that will be called at the first dead ball after respectively the game clock showing 6:59 and 3:59 in all games.

**11.3.** All time-outs have a length of 30 seconds.

**11.4.** No time-outs can be called within the last 3 minutes of a half

*Note: time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live pursuant 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 the non-scoring team. Therefore, no time-out can be granted to Team B unless the ball became dead and the game is continued with a check-ball. If Team B has not used the time-out during regular playing time, the request can be granted at the first dead ball situation.

### **Art. 15 Disqualification**

A player committing 2 unsportsmanlike fouls (not applicable to technical fouls) will be disqualified from the game by the referees and may be disqualified 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 aforementioned 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.

**Example 15-1:** With 9:38 in the game clock A1 and B1 push each other and the referees call a Double Unsportsmanlike Foul against them. With 0:25 in the game clock, A1 fouls B2 causing an excessive contact. A1 is charged with an Unsportsmanlike Foul by the referees.

**Interpretation 15-1:** A1 will be disqualified because he committed 2 Unsportsmanlike Fouls. He must immediately leave the court and may be disqualified from the event by the organizer.

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

**Interpretation 15-2:** A3 will not be disqualified for committing 2 Technical Fouls. The 2 Technical Fouls shall be charged against Team A and count as team fouls in the game.

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

### **Statement 1:**

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