



Official 3x3 Basketball Rules - Summary

Court and Ball	A regular 3x3 playing court is 15m (width) x 11m (length)
	A 3x3 ball shall be used in all categories
Team roster	4 players
	3 + 1 substitute
	Note: game must start with 3 (three) players in FIBA 3x3 Official Competitions
om III)	
Official(s)	Up to 2
Table Officials	Up to 3 (scorer, scoreboard operator, shot-clock operator)
Time-outs	1 per team and 2 TV-time outs, if any, at first dead ball after 6:59 and 3:59 dead ball, 30 seconds
Initial passassian	So seconds Coin flip
Initial possession	Continp
	Note: the team that wins the coin flip decides whether it takes the ball at the
	beginning of the gameor leaves it, in order to get it in a potential overtime
Scoring	1 point and 2 points, if scored behind the arc
Game duration & score limit	1 x 10 minutes, regular playing time
Game duration & SCOLE IIIIII	Score limit: 21 points. Applies to regular playing time only
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	Note: if a game clock is not available, running time length and sudden death
	score is at organizer's discretion. FIBA recommends setting score limit in line
	with the game duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21
	points)
Overtime	First team to score two (2) points wins the game
Shot clock	12 seconds
	Note: if a shot clock device is not available, referee to warn and count down the
	5 last seconds
Free throw(s) following a shooting foul	1 free throw
	2 free throws, if foul committed behind the arc
Foul limit per team	6 team fouls
Penalty for team fouls 7, 8 and 9	2 free throws
Penalty for team fouls 10 and more	2 free throws + ball possesion
Penalty for technical foul	1 Free throw, no change of possession
Penalty for unsportsmanlike foul	2 Free throws, no change of possession (except for team foul 10 and more)
	Counted as if 2 fouls for team fouls purposes
Penalty for disqualifying foul & 2nd	2 free throws + ball possesion
unsportsmanlike foul of a same player	Counted as if 2 fouls for team fouls purposes
Possession following a successful goal	Defense possession
	Right underneath the hoop
	Ball to be dribbled or passed to a player behind the arc
	Defensive team not allowed to play for the ball inside the "no-charge semi-circle"
Callanda was da ad ball	area underneath the basket
following a dead ball	Check-ball, i.e. exchange of ball behind the arc (at the top of playing court)
following a defensive rebound or steal	Ball to be dribbled/passed to behind the arc
following a jumpball situation	Defense possession
Substitutions	In dead ball situations, prior to the check ball
	The substitute can enter the game after his teammate steps off the court behind
	the end line opposite the basket. Substitutions require no action from the referees or table officials
	or ranie officials

- *A player is considered to be "behind the arc" when neither of his feet are inside nor step the arc
- **Official FIBA 3x3 Basketball Rules apply for all game situations not specifically mentioned above
 ***Refer to the Official3x3 Basketball Rules for standings, default, forfelts, protests and disqualification