

3x3Geelong

Waterfront – Geelong, June 9-11 2012

Playing Rules

Rule Area	Elite Division	Participation Divisions
Team Rosters	Four Players 3 + 1 Substitute	Four or Five Players 3 + 1 or 2 Substitutes
Game Duration	10 Minute Playing Time (fully time, clock stops on dead ball situations)	15 Minute Running Clock
Initial Possession	Coin Flip Note: the team that wins the coin flip decides whether it takes the ball initially or leaves it, in order to potentially get the ball in overtime	Coin Flip Note: the team that wins the coin flip decides whether it takes the ball initially or leaves it, in order to potentially get the ball in overtime
Overtime	First team to score 2 points wins game	First team to score 2 points wins game
Shot Clock	12 Seconds	12 Seconds (no clock will be used, referee will count down to warn last 5 seconds)
Score Limit	21 points	21 points
Possession After Field Goal	Defence Possession Underneath the Hoop Ball to be dribbled or passed to a team mate beyond the arc Defensive team may not play for the ball inside the no charge zone	Defence Possession Underneath the Hoop Ball to be dribbled or passed to a team mate beyond the arc Defensive team may not play for the ball inside the no charge zone
Possession following dead ball	“Check Ball” exchange beyond the arc	“Check Ball” exchange beyond the arc
Following a steal, turnover, defensive rebound etc	Ball to be dribbled/passed beyond the arc	Ball to be dribbled/passed beyond the arc
Following a jumpball situation	Defence Possession	Defence Possession
Following a Shooting Foul	1 free Throw 2 Free Throws if foul committed beyond arc	1 free Throw 2 Free Throws if foul committed beyond arc
Foul limit per player	Four	Four
Foul limit per team	Seven	Seven
Penalty Situation	One Free Throw	One Free Throw
Substitutions	Dead Ball Situation	Dead Ball Situation
Referee	One	One
Time/Scoring Staff	Two (provided by organisers)	Two (provided by teams)
Time Outs	One per team (30 seconds)	One per team (30 seconds)
Coach	No Coach Allowed Courtside	Coach Permitted

* official FIBA rules apply for game situations not specifically mentioned above