

3x3 Rules of the Game

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

Art. 1 Court

The game will be played on a basketball half court with one (1) basket.

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.

Art. 2 Teams

Each team shall consist of four (4) players (three [3] players on the court and one [1] substitute).

Art.3 Game Officials

The game officials shall consist of one (1) referee and two (2) time/score keepers.

Note: the organizer may appoint two (2) referees.

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 (three) players on the court.

Note: articles 4.3 and 6.4 apply to 3x3 World Tour, World Championships and related qualifiers only [not mandatory applicable to grassroots events].

Art. 5 Scoring

5.1. Every shot inside the arc shall be awarded one (1) point.

5.2. Every shot behind the arc shall be awarded two (2) points.

5.3. Every successful free throw shall be awarded one (1) point.

Art.6 Playing time/Winner of a Game

6.1. The regular playing time shall be as follows:

One (1) period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. 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. However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of one (1) minute before the overtime starts. The first team to score two (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 on the playing court with three (3) players ready to play.

Note: if a game clock is not available the running time's length 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; 20 minutes/21 points].

Art.7 Fouls/Free throws

7.1. A team is in a team foul situation when it has committed seven (7) fouls.

7.2. A player who has committed four (4) fouls must leave the game.

7.3. Fouls during the act of shooting inside the arc shall be awarded one (1) free throw.

7.4. Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.

7.5. Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free-throw.

7.6. Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.

Art. 8 Stalling

8.1. Stalling or failing to play actively by attempting to score shall be a violation.

8.2. 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).

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 five (5) seconds.

Art. 9 How the Ball is played

9.1. Following each successful field goal or last free-throw:

A player from a non-scoring team will 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.

9.2. Following each unsuccessful field goal or last free-throw:

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).

9.3. Following a steal, a turnover etc.:

If it happens inside the arc, the ball must be passed/dribbled to a place behind the arc.

9.4. Possession of the ball given to either team following any dead ball situation other than a successful score shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

9.5. A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.

9.6. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

Art. 10 Substitution

The substitution shall be permitted by any team when the ball becomes dead.

Art. 11 Time-outs

One (1) 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.