



FIBA

We Are Basketball

OFFICIAL 3X3 BASKETBALL RULES – SHORT VERSION

AUGUST 2019

The latest published Official 3x3 Basketball Rules are valid for all game situations not specifically mentioned in this short version of the Official 3x3 Basketball Rules herein and the Official Interpretations thereto.

1. COURT AND BALL

1.1. The game will be played on a 3x3 playing court with 1 basket. A regular 3x3 playing court is 15 m (width) x 11 m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80 m), a 2-point line (6.75 m) and a “no-charge semi-circle” area underneath the basket. Half of a traditional basketball court may be used.

1.2. A 3x3 ball shall be used in all categories.

Note:

1. *At grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space; however FIBA 3x3 Official Competitions must fully comply with the above specifications including backstops with the shot clock integrated in the backstop padding.*
2. *FIBA 3x3 Official Competitions are the Olympic Tournaments, 3x3 World Cups (incl. U23 and U18), Zone Cups (incl. U17), U23 Nations League, the 3x3 World Tour, 3x3 Challengers and the 3x3 Women’s Series.*

2. TEAMS

Each team shall consist of no more than 4 players (3 players on the court and 1 substitute).

Note: Coaches on the field of play including seats for substitutes and/or remote coaching from outside the court are not allowed.

3. GAME OFFICIALS

The game shall be managed by up to 2 officials, 3 table officials and a sports supervisor, if any.

Note: Article 3 does not apply to grassroots events.

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 cannot begin if one of the teams is not on the playing court with 3 players ready to play.

Note: Article 4.3 shall not be mandatory for grassroots events.

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.

6. PLAYING TIME/WINNER OF A GAME

- 6.1. The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:
 - During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
 - After a successful last free throw, the next offensive team is in possession of the ball.
 - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
- 6.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This “sudden death” rule applies to the regular playing time only (not to a potential overtime).
- 6.3. If the score is tied at the end of regular 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 of the game 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). For the winning team this game result shall not be considered when calculating the team’s average score while for the losing team this game result shall be considered with 0 points when calculating the team’s average score. A team shall be disqualified from the competition after its second forfeit or in case of no-show.



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 to have the game forfeited, whilst the defaulting team's score is set to 0 in any case. In case of a default where the winning team chooses to have the game forfeited, the game result shall not be considered when calculating the team's average score.

6.6. . A team losing by default or a tortuous forfeit shall be disqualified from the competition.

Notes:

1. 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).

2. Article 6.4 shall not be mandatory for grassroots events.

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 the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from behind the arc is unsuccessful, 2 free throws.

7.3. Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.

7.4. Team fouls 7, 8 and 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This clause is applied also to unsportsmanlike fouls and to fouls on the act of shooting and overrules Art. 7.2 and 7.3 but shall not be applied to technical fouls.

7.5. All technical fouls shall be always penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called. The game shall be resumed as follows:

- If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds.
- If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.

Note: An offensive foul shall not be penalized with free throws.

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 player 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 player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
 - If the defensive player rebounds the ball, he 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/resume 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 playing 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 game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

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 for a field goal within 12 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player (following the exchange with the defensive player or after a successful field goal underneath the basket).
- 9.3. An offensive player, after the ball has been cleared, shall not hold the ball and/or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the officials shall give in the last 5 seconds the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.

10. SUBSTITUTIONS

Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place behind the endline and require no action from the officials or table officials.

11. TIME-OUTS

11.1. Each team shall be granted 1 time-out. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.

11.2. In addition to the teams' time-outs, in FIBA 3x3 Official Competitions or if so decided by the organizer 2 additional TV time-outs that shall be granted at the first dead ball after the game clock shows 6:59 and 3:59 respectively in all games.

11.3. All time-outs shall last 30 seconds.

12. USE OF VIDEO MATERIAL

12.1. The officials shall be authorised to use, if available and approved by the sports supervisor of the competition, if any, an Instant Replay System (IRS) to decide before signing the scoresheet:

- The scorekeeping or any malfunction of the game clock or shot clock at any time during the game.
- If a last shot for a field goal at the end of the regular playing time was released on time and/or whether that shot for a field goal counts for 1 or 2 points.
- Any game situation in the last 30 seconds of the regular playing time or the overtime of the game.
- To identify the involvement of team members during any act of violence.
- A Challenge request by a team as per the applicable provisions of the Official 3x3 Basketball Rules.

12.2. Without prejudice of precedent and by using only the official video and materials, the following can always be challenged: if 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 shall count 1 or 2 points.

Note: Note: A Challenge request shall only be possible in the Olympic Games, World Cup (Open category only) and World Tour as well as if foreseen by the respective competition's regulations and subject to the IRS availability.

13. PROTEST PROCEDURE

13.1. A team may file a protest if its interests have been adversely affected by:

- An error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
- A decision to forfeit, cancel, postpone, not resume or not play the game.
- A violation of the applicable eligibility rules.

13.2. In case of a team's protest, only the official video and materials may be used to take a decision.

13.3. In order to be admissible, a protest shall comply with the following procedure:

- A player of that team shall sign the scoresheet immediately at the end of the game and provide a written explanation of the protest reasons, on the reverse side of the scoresheet, before the officials have signed the scoresheet.
- A fee of USD 200 shall be applied to each protest and shall be paid in case of the protest is lost.

13.4. The sports supervisor (or a person indicated to in charge of the protest at the Technical Meeting with the teams on the eve of the event), shall decide on the protest as soon as possible, in any case no later than before the next pool phase or next elimination round starts. His decision is considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, the decisions on the eligibility may be appealed as provided for in the applicable regulations.

13.5. The sports supervisor (or person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event) may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised. In case a protest is accepted for reasons other than the eligibility rules and leads to a change of winner of the game, the game shall be considered as tied at the end of the regular playing time and an overtime shall be played immediately.

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:

- Most wins (or win ratio in case of unequal number of games in inter-pool comparison).
- Head-to-head comparison (only taking win/loss into account and applies within a pool only).
- 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:

- Standings in final event or prior to it, being actually qualified to tour final.
- Tour standing points collected for final standings at each tour stop.
- Most wins collected in the tour (or win ratio in case of unequal number of games).
- Most points scored in average during the tour (without considering winning scores of forfeits).
- Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.

Irrespectively of tournament size, tour points are awarded in each tour's tournament for tour standing purposes:

Tournament standing	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-32	33+	DQF
Tour points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9	3	1	0

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

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), except if otherwise foreseen by the competition's regulations. In case of same team ranking points, seeding shall be determined randomly prior to the competition.

In national team competitions, seeding shall be done based on the 3x3 Federation Ranking.

16. DISQUALIFICATION

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls. A player disqualified from the game may be further disqualified from the event by the organizer. Independent thereof, the organizer shall disqualify 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). 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.

17. ADAPTION TO U12 CATEGORIES

The following adaptations to the rules are recommended in U12 categories:

- Insofar possible, the basket may be lowered to 2.60 m.
- The first team to score in overtime wins the game.
- No shot clock is used. If a team is not sufficiently trying to attack the basket, the officials shall give them a warning by counting the last 5 seconds.
- Penalty situations are not applicable. All fouls are followed by check-ball, except those in act of shooting, technical fouls and unsportsmanlike fouls.
- No time-outs are granted.

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



FIBA

We Are Basketball

OFFICIAL 3X3 BASKETBALL RULES OFFICIAL INTERPRETATIONS

APRIL 2020

TABLE OF CONTENTS

1. Court and Ball	3
2. Teams	3
3. Game Officials.....	4
4. Beginning of the Game.....	4
5. Scoring	6
6. Playing Time/Winner of a Game	7
7. Fouls/Free Throws	9
8. How the Ball is played.....	21
9. Stalling.....	26
10. Substitutions.....	27
11. Time-outs.....	28
12. Use of Video Material	28
13. Protest Procedure	33
14. Standings of Teams	33
15. Seeding Rules.....	35
16. Disqualification	35
17. Adaption to U12 Categories	36

The latest published Official 3x3 Basketball Rules are valid for all game situations not specifically mentioned in this short version of the Official 3x3 Basketball Rules herein and the Official Interpretations thereto.

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 3x3 game.

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

For the avoidance of a doubt throughout this document references to any rules articles refer to the latest published Official 3x3 Basketball Rules – Short Version.

The parts highlighted in yellow have been updated.

1. COURT AND BALL

1.1. The game will be played on a 3x3 playing court with 1 basket. A regular 3x3 playing court is 15 m (width) x 11 m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80 m), a 2-point line (6.75 m) and a “no-charge semi-circle” area underneath the basket. Half of a traditional basketball court may be used.

1.2. A 3x3 ball shall be used in all categories.

Note:

1. *At grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space; however FIBA 3x3 Official Competitions must fully comply with the above specifications including backstops with the shot clock integrated in the backstop padding.*
2. *FIBA 3x3 Official Competitions are the Olympic Tournaments, 3x3 World Cups (incl. U23 and U18), Zone Cups (incl. U17), U23 Nations League, the 3x3 World Tour, 3x3 Challengers and the 3x3 Women’s Series.*

2. TEAMS

Each team shall consist of no more than 4 players (3 players on the court and 1 substitute).

Note: Coaches on the field of play including seats for substitutes and/or remote coaching from outside the court are not 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:

- During playing time.
- 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. The Sports Supervisor of the competition may make the Official aware of such infractions.

3. GAME OFFICIALS

The game shall be managed by up to 2 officials, 3 table officials and a sports supervisor, if any.

Note: Article 3 does not apply to grassroots events.

Statement:

In addition to the table officials, the Sports Supervisor of a competition (if any present) may inform the Official about any irregularities in breach of the FIBA Internal Regulations, the Official 3x3 Basketball Rules or the Official Interpretations to these.

Example 3-1:

3 minutes after the beginning of the game, 1 Official appears to be injured and cannot continue to officiate.

Interpretation 3-1:

If an Official 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 Official shall officiate alone for the remainder of the game, unless there is the possibility of replacing the injured Official with a qualified substitute Official. After consulting the organizer, the remaining Official will decide upon the possible replacement.

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 cannot begin if one of the teams is not on the playing court with 3 players ready to play.

Note: Article 4.3 shall not be mandatory for grassroots events.

Example 4-1:

At the end of 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 Official and is charged with a technical foul.

Interpretation 4-1:

Before the start of the overtime, any team A player shall attempt 1 free throw with no line-up. Team B shall be entitled to the ball to start 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:

- 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.

- 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 Official and is charged with a technical foul.

Interpretation 4-6:

Before the start of the game, any team A player shall attempt 1 free throw with no line-up. A technical foul before the start of the game shall always result in 1 free throw for the opposing team. The game then shall start according to the coin flip procedure.

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 goal 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

- An offensive player,
- A defensive player,

who has jumped from 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.

Example 5-2:

A1 is dribbling, the ball is tapped by B1 and enters the basket:

- A1 is inside the arc.

Interpretation 5-2.1:

A1 shall be awarded 1 point as A1 is in the 1-point field goal area.

- A1 is outside the arc.

Interpretation 5-2.2:

A1 shall be awarded 2 point as A1 is in the 2-point field goal area.

Example 5-3:

A1 passes the ball to A2, the ball is deflected by B1 and enters the basket:

- A1 is inside the arc.

Interpretation 5-3.1:

A1 shall be awarded 1 point as A1 is in the 1-point area.

- A1 is outside the arc.

Interpretation 5-3.2:

A1 shall be awarded 2 point as A1 is in the 2-point field goal area.

6. PLAYING TIME/WINNER OF A GAME

6.1. The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team is in possession of the ball.
- After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

6.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This "sudden death" rule applies to the regular playing time only (not to a potential overtime).

6.3. If the score is tied at the end of regular 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 of the game 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). For the winning team this game result shall not be considered when calculating the team's average score while for the losing team this game result shall be considered with 0 points when calculating the team's average score. A team shall be disqualified from the competition after its second forfeit or in case of no-show.

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 to have the game forfeited, whilst the defaulting team's score is set to 0 in any case. In case of a default where the winning team chooses to have the game forfeited, the game result shall not be considered when calculating the team's average score.

6.6. A team losing by default or a tortuous forfeit shall be disqualified from the competition.

Notes:

1. 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).

2. Article 6.4 shall not be mandatory for grassroots events.

Example 6-1:

With the score Team A 20 – Team B 20, A1 scores a 1-point field goal. This happens:

- 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.

- 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:

- With 1 min remaining in 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 shall be Team A 22 – Team B 20. The maximum possible score in a game during the regular playing time is 22. The free-throw(s) and possible possession of the ball as the result of the foul shall be disregarded.

- During the overtime. 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 shall be Team A 23 – Team B 21. The maximum possible score in a game during the overtime is 23. The free-throw(s) and possible possession of the ball as the result of 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. This is Team B's 10th team foul in the game. Simultaneously the game clock signal sounds for the end of regular playing time. The shot is successful.

Interpretation 6-3:

A1's successful field goal shall count. A1 shall attempt the 2 free throws as a result of the foul, as Team A did not reach 21 points yet. 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 regular playing time has expired.

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 the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:
 - If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
 - If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
 - If the shot released from behind the arc is unsuccessful, 2 free throws.
- 7.3. Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.
- 7.4. Team fouls 7, 8 and 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This clause is applied also to unsportsmanlike fouls and to fouls on the act of shooting and overrules Art. 7.2 and 7.3 but shall not be applied to technical fouls.
- 7.5. All technical fouls shall be always penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called. The game shall be resumed as follows:
 - If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds.
 - If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.

Note: An offensive foul shall not be penalized with free throws.






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 principle of advantage/disadvantage is applied unless the freedom of movement of the player is restricted by an opponent. A player shall not hold, grab or push an opponent dislodging him or limiting, impeding or slowing down his ability to jump or move.

Video Examples:

- Holding/Grabbing on a Cut – Foul 
- Holding/Grabbing on a Cut – Foul 
- Holding/Grabbing on a Cut – Foul 
- Holding/Grabbing on a Roll – Foul 
- Holding/Grabbing on a Roll – Foul 
- Holding/Grabbing on a Post-up – Offensive Foul 
- Holding/Grabbing on a Post-up – Foul 
- Holding/Grabbing on a Rebound – Foul 
- Holding/Grabbing on a Rebound – Foul 
- Holding/Grabbing on a Rebound – Foul 
- Holding/Grabbing on a Rebound – Foul 
- Holding/Grabbing on a Rebound – Foul 
- Holding/Grabbing on a Rebound – Foul 
- Holding/Grabbing on a Rebound – Foul 

Player in possession of the ball, not in the 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 loss of control of the ball of the offensive player.

Video Examples:








- Holding/Grabbing – Foul 

Player in the 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.

Video Examples:



- Contact on lay-up attempt – No-call 
- Contact on lay-up attempt – No-call 
- Contact on lay-up attempt – No-call 
- Contact on lay-up attempt – No-call 
- Contact on lay-up attempt – No-call 
- Contact on lay-up attempt – No-call 
- Contact on lay-up attempt – No-call 

Statement 2:

An Unsportsmanlike Foul is a player’s foul with an excessive, hard or dangerous contact.

Holding an opponent in control of the ball shall be considered as an Unsportsmanlike Foul.



Video Examples:

- Holding on a Drive – Unsportsmanlike Foul 
- Punching on a Cut – Disqualifying Foul 

Statement 3:

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

Video Examples:

- Exaggerating Contact – Technical Foul 
- Faking Contact – Technical Foul 

Statement 4:

In situations when an offensive player sets a screen on a defensive players,

- an offensive foul shall be called:
 - When the offensive player extends the arms irrespectively of pushing or not.
 - When the offensive player moves and does not take a legal position.
 - When the offensive player puts his palms on the defensive player irrespectively of pushing or not and/or holds/grabs the defensive player.

- a defensive foul shall be called:
 - When the defensive player holds or grabs the offensive player impeding or slowing down the movement of the offensive player.

Video Examples:

- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Extending Arms – Offensive Foul 
- On-ball Screen: Moving Screen – Offensive Foul 
- On-ball Screen: Moving Screen – Offensive Foul 
- On-ball Screen: Grabbing/Moving Screen – Offensive Foul 
- On-ball Screen: Holding – Defensive Foul 
- Off-ball Screen: Push-off – Offensive Foul 

Statement 5:

In situations with a number of penalties to be administered during the same game clock stopped period, Officials must pay particular attention to the order in which the violation or fouls occurred in determining which penalties are to be administered and which penalties are to be cancelled. Identical penalties shall cancel out each other.

Statement 6:

The penalties for a Double Foul shall always cancel out each other irrespective of team foul situations or whether a foul is a player's first or second Unsportsmanlike Foul. After the cancellation of the equal penalties, the ball shall be awarded for a check-ball to the team that had control of the ball or was entitled to the ball. The shot clock shall not be reset. If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs. The ball shall be awarded to the last defensive team, with 12 seconds on the shot clock.

Statement 7:

Summary of Unsportsmanlike Foul penalties:

Player U-Foul	Team Foul 1-6	Team Foul 7-9	Team Foul 10+
1st U-Foul	2 free throws	2 free throws	2 free throws + possession
2nd U-Foul	2 free throws + possession	2 free throws + possession	2 free throws + possession

Any Unsportsmanlike Foul shall always account for 2 team fouls.

Summary of Technical Foul penalties:

T-Foul Defensive Player	T-Foul Offensive Player	No Team in Ball Possession
1 free throw	1 free throw	1 free throw
Possession for offensive team	Possession for offensive team	Possession for last defensive team
Shot clock reset to 12sec	No reset of shot clock	Shot clock reset to 12sec

The penalty for a Technical Foul shall always be administered immediately and before any other penalties (if any).

Example 7-1:

A1 commits a Disqualifying Foul.

Interpretation 7-1:

Team B shall be awarded 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 Official calls a foul:

- 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 shall be awarded after an offensive foul. Check ball for Team 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 when B1 deflects the ball and both players are running for the ball. In order to get an advantage, A1 pushes B1 and the Official calls a personal foul against A1. This is:

- The 1st Team A foul in the game.
- The 7th Team A foul in the game.
- The 10th Team A foul in the game.

Interpretation 7-3:

After B1's deflection, Team A did not lose the control 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 Official calls a Technical Foul against Team B. Close to the end of the game, B1 commits Team B's 6th team foul and the Official calls it as:

- 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.

- An Unsportsmanlike Foul.

Interpretation 7-4.2:

B1 shall be automatically disqualified because of his second Unsportsmanlike Foul. B1 must leave the court immediately (Art.16).

- 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 and 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.

- A1 misses one or both free throws.

Interpretation 7-9.1:

The game has ended.

- A1 scores both free throws.

Interpretation 7-9.2:

The game shall continue with the overtime. If it was B1's first Unsportsmanlike Foul, the ball shall be awarded to the team according to the coin flip procedure. If it was B1's second Unsportsmanlike Foul, B1 shall be disqualified: The ball shall be awarded to Team A as a result of the second Unsportsmanlike Foul of B1 (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.

- 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:

B1’s defensive foul. A1 shall be awarded 2 free throws as B1 took away A1’s landing space and contact occurred.

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

Interpretation 7-10.2:







A1’s offensive foul. A goal, if made, shall be cancelled. Ball possession shall be awarded to Team B. Irrespectively of this, an excessive contact or dangerous play may be charged with an Unsportsmanlike Foul.

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

Interpretation 7-10.3:

A1’s technical foul for flopping. A goal, if made, shall count. Team B shall be awarded 1 free throw and ball possession (since Team B was entitled to ball possession as the result of a goal scored, if any, or as a result of a jump ball situation when the shot for a field goal was missed and the ball was in the air in the moment of the call). Irrespectively of this, an excessive contact or dangerous contact play shall be considered as an Unsportsmanlike Foul.

Video Example:

- Protection of the Shooter – Landing Space – Defensive Foul 
- Protection of the Shooter – Landing Space – Defensive Foul 
- Protection of the Shooter – Landing Space – Defensive Foul 
- Protection of the Shooter – Landing Space – Defensive Foul 
- Protection of the Shooter – Landing Space – Defensive Foul 
- Protection of the Shooter – Landing Space – No-call 
- Protection of the Shooter – Contact on Arm – Defensive Foul 

Example 7-11:

A1 attempts a successful shot for a field goal. While the ball is in the air, A2 disrespectfully addresses the Official. A Technical Foul is called against Team A.

Interpretation 7-11:

A1’s field goal shall count. Team B shall be awarded 1 free throw as a result of Team A’s Technical Foul. Since the ball was in the air when the Technical Foul was called, no team had been in control of the ball, resulting in a jump ball situation. The game shall be resumed with a check-ball for Team B (last defensive team before jump ball situation).

Example 7-12:

B1 commits an Unsportsmanlike Foul on A1. This is B1's first Unsportsmanlike Foul. Before this Unsportsmanlike Foul Team B had

- 3 team fouls.

Interpretation 7-12.1:

The Unsportsmanlike Foul shall account for 2 team fouls, therefore Team B reaches 5 team fouls. A1 shall be awarded 2 free throws for the Unsportsmanlike Foul. The game shall be resumed as after any last free throw.

- 5 team fouls.

Interpretation 7-12.2:

The Unsportsmanlike Foul shall account for 2 team fouls, therefore Team B reaches 7 team fouls. A1 shall be awarded 2 free throws. The game shall be resumed as after any last free throw.

- 8 team fouls.

Interpretation 7-12.3:

The Unsportsmanlike Foul shall count for 2 team fouls therefore Team B reaches 10 team fouls. A1 shall be awarded 2 free throws. The game shall be resumed with a check-ball for Team A due to this being Team B's 10th team foul.

Example 7-13:

B1 commits an Unsportsmanlike Foul on A1. This is B1's second Unsportsmanlike Foul.

Interpretation 7-13:

The Unsportsmanlike Foul shall count for 2 team fouls. Irrespective of the number of team fouls A1 shall be awarded 2 free throws and the game shall be resumed with a check-ball for Team A. B1 shall be disqualified for his second Unsportsmanlike Foul.

Example 7-14:

A1 attempts a shot for a 2-point field goal and is fouled by B1. 2 free throws are awarded to A1.

- After A1 attempts his first free throw, a Technical Foul is called against B1.

Interpretation 7-14.1:

The free throw for Team A for B1's Technical Foul shall be administered before A1's second free throw for the shooting foul. The game shall be resumed as after any last free throw.

- After A1 attempts his first free throw, a Technical Foul is called against A2.

Interpretation 7-14.2:

The free throw for Team B for A2's Technical Foul shall be administered before A1's second free throw for the shooting foul. The game shall be resumed as after any last free throw.

Example 7-15:

A1 dribbles and is fouled by B1. This is Team B's 7th team foul. Being upset, A1 disrespectfully addresses B1 and is called for a Technical Foul.

Interpretation 7-15:

The penalties for both fouls are not equal. The penalty for a Technical Foul shall be administered before the penalties for any other foul. Team B shall attempt 1 free throw for the Technical Foul, followed by 2 free throws for A1 for Team B's 7th team foul. The game shall be resumed as after any last free throw.

Example 7-16:

B1 commits a foul on A1 in the Act of Shooting. This is Team B's 5th team foul. A1 then commits a Technical Foul.

- A1's shot for a field goal is successful.

Interpretation 7-16.1:

A1's field goal shall count. The penalties for both fouls are equal and shall cancel each other. The game shall be resumed with a check-ball for Team B.

- A1's shot for a field goal is unsuccessful.

Interpretation 7-16.2:

The penalties for both fouls are equal and shall cancel each other. Since the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).

Example 7-17:

A1 attempts a shot for a 2-point field goal and is fouled by B1. This is Team B's 7th team foul. Being upset, A1 then commits an Unsportsmanlike Foul on B1.

- This is A1's first Unsportsmanlike Foul and Team A's 4th team foul.

Interpretation 7-17.1:

The penalties for both fouls are equal and shall cancel each other.

- If the field goal is scored, it shall count and the game shall be resumed with a check-ball for Team B.
- If the field goal is not scored and the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).
- If the field goal is not scored and Team A was still in ball possession when the foul occurred, the game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

- It is A1's second Unsportsmanlike Foul and Team A's 4th team foul.

Interpretation 7-17.2:

The penalties for both fouls are not equal. A1 shall be disqualified for his second Unsportsmanlike Foul. The game shall be resumed with 2 free throws for Team A, followed by 2 free throws for B1 and a check-ball for Team B.

Example 7-18:

A1 is fouled by B1 on his shot for a field goal. This is Team B's 10th team foul. Being upset, A1 then commits an Unsportsmanlike Foul on B1.

- This is A1's first Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 7-18.1:

The penalties for both fouls are not equal. The game shall be resumed with 2 free throws for A1, followed by 2 free throws for B1 and a check-ball for Team A.

- This is A1's second Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 7-18.2:

The penalties for both fouls are equal and shall cancel each other.

- If the field goal is scored, it shall count and the game shall be resumed with a check-ball for Team B.
- If the field goal is not scored and the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).
- If the field goal is not scored and Team A was still in ball possession when the foul occurred, the game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 7-19:

A1 is fouled by B1 on his shot for a field goal. This is Team B's 10th team foul. Being upset, A1 then commits a Disqualifying Foul on B1.

Interpretation 7-19:

The penalties for both fouls are equal and shall cancel each other.

- If the field goal is scored, it shall count and the game shall be resumed with a check-ball for Team B.
- If the field goal is not scored and the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).
- If the field goal is not scored and Team A was still in ball possession when the foul occurred, the game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 7-20:

A1 dribbles with 6 seconds left in the shot clock. B1 commits the team B 7th team foul. After that A1 swings his elbow and is charged with

- his first Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 7-20.1: The penalties for both fouls are equal and shall cancel each other. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

- his second Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 7-20.2:

The penalties for the two fouls are not equal. A1 shall be disqualified for his second Unsportsmanlike Foul. The game shall be resumed with 2 free throws for Team A, followed by 2 free throws for B1 and a check-ball for Team B.

Example 7-21:

A1 dribbles with 6 seconds left in the shot clock. B1 commits the team B 10th team foul. After that A1 swings his elbow and is charged with

- his first Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 7-21.1:

The penalties for both fouls are not equal. The game shall be resumed with 2 free throws for A1, followed by 2 free throws for B1 and a check-ball for Team A.

- his second Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 7-21.2:

The penalties for the two fouls are equal and shall cancel each other. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 7-22:

B1 pushes A1 to the floor and is called for an Unsportsmanlike Foul. After A1 stands up from the floor, A1 pushes B1 to the floor and is also called for an Unsportsmanlike Foul. This is A1's first Unsportsmanlike Foul and B1's second Unsportsmanlike Foul.

Interpretation 7-22:

B1 shall be disqualified for his second Unsportsmanlike Foul. Neither was the situation called as a Double Unsportsmanlike Foul, nor are the penalties for both fouls equal. Therefore, the penalties shall not cancel each other. The game shall be resumed with 2 free throws for A1, followed by 2 free throws for Team B and a check-ball for Team A.

Example 7-23:

A1 is holding the ball. A2 and B2 are fighting for position in the low-post area. A Double Foul is called on A2 and B2. This is Team A's 5th team foul and Team B's 7th team foul.

Interpretation 7-23:

The equal penalties for a double foul shall always cancel each other irrespective of the number of team fouls. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 7-24:

A1 is holding the ball. A2 and B2 are fighting for position in the low-post area. A Double Unsportsmanlike Foul is called on A2 and B2. This is A2's first and B2's second Unsportsmanlike Foul.

Interpretation 7-24:

The penalties for a double foul shall always cancel each other irrespective of whether it is the first or second Unsportsmanlike Foul of a player. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

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 player 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 player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
- If the defensive player rebounds the ball, he 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/resume 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 playing 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 game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

Statement 1:

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 clear defense against B1.

- Team A had not received a warning for delay of the game prior to A2’s action.

Interpretation 8-1.1:

The Official 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 A2’s action.

Interpretation 8-1.2:

Team A shall be immediately charged with a Technical Foul for delay of the game.

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 contacting B1.

- Team A had not received a warning for delay of the game prior to A2's action.

Interpretation 8-2.1:

The Official 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.

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

Interpretation 8-3.1:

The Official 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.

- Team B had already received a warning for delay of the game prior to Team B's 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.

- B1's touch happens accidentally.

Interpretation 8-4.1:

Check-ball for Team 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 Official 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

- Touches the end line with one foot.

Interpretation 8-5.1:

This is B1's out-of-bounds violation, check-ball for Team A.

- Makes 3 steps before starting the dribble.

Interpretation 8-5.2:

This is B1's 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 Official shall call a "No-cleared ball" violation as B2 had no right to attempt a field goal.

Video Example:

- No-clear Violation 

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:

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

Video Example:

- No-clear Violation 

Example 8-9:

In his attempt to clear the ball, A1 is dribbling 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 is inside nor on the arc.

Example 8-10:

During the check-ball at the top of the arc between B1 and A1, B1 throws the ball out-of-reach of A1.

- Team B had not received a warning for delay of the game prior to B1's action.

Interpretation 8-10.1:

The Official shall give an official warning to Team B. A1 must receive the ball behind the arc. B1 shall hand the ball over or bounce the ball to A1 with a normal basketball pass.

- 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 Official shall not allow resuming the game until there is a reasonable distance (approx. 1 metre) between A1 and B1. In FIBA 3x3 Official Competitions at World level, the 3x3 infinity logo shall be used to position A1 and B1 at this distance (each of the players positioned on one side of the logo without touching the logo).

Example 8-12:

During the check-ball between B1 and A1, B1 is swiping at the ball before A1 takes control of the ball.

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

Interpretation 8-12.1:


The Official shall give an official warning to Team B for delay of the game. A1 must take control of the ball before B1 can actively play for the ball. The shot clock and the game clock shall be corrected if time elapsed.

- Team B had already received a warning for delay of the game prior to B1's action.

Interpretation 8-12.2:

Team B shall be immediately charged with a Technical Foul.

Video Example:

- Delay of the Game – Warning/Technical Foul 

Example 8-13:

A1 is dribbling when B1 taps the ball and both players are running for the ball. Then A1 and B1 put their hands firmly on the ball. The Official 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 has touched 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 Official 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 Official because of:

- 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.

- 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.

- 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 Official shall strictly apply the 3-second rule as soon as B1 takes control of the ball in the restricted area.

Example 8-17:

After A1's successful field goal, B1 collects the ball to resume the game. A2 inside no-charge semi-circle starts playing defense against B1 and causes a contact foul.:

- Team A had not received a warning for delay of the game prior to A2's action.

Interpretation 8-17-1:

The contact foul shall be disregarded (unless it is a U- or D-Foul). The Official shall stop the game and 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 A2's action.

Interpretation 8-17-2:

The contact foul shall be disregarded (unless it is a U- or D-Foul). The Official shall stop the game and immediately give a Technical Foul to Team A for delay of the game.

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 for a field goal within 12 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player (following the exchange with the defensive player or after a successful field goal underneath the basket).

9.3. An offensive player, after the ball has been cleared, shall not hold the ball and/or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the officials shall give in the last 5 seconds the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.

Statement 1:

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

Statement 2:

A player re-arranging any of his equipment (tying shoe laces etc.) and thereby causing a delay of game 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 Official 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:

This is a 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:

This is a 3-second violation. Check-ball for Team B.

Example 9-3:

A1, holding a live ball outside the 1-point field goal area, passes the ball to A2 close to the basket. A2 holds the ball for 2 seconds with his back to the basket, starts dribbling the ball still with his back to the basket for 2 seconds. A2 then picks up his dribbling and holds the ball for another second with his back to the basket.

Interpretation 9-3:

This is a stalling violation. Check-ball for Team B.

10. SUBSTITUTIONS

Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place behind the endline and require no action from the officials 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 field goal, 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.

11. TIME-OUTS

11.1. Each team shall be granted 1 time-out. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.

11.2. In addition to the teams' time-outs, in FIBA 3x3 Official Competitions or if so decided by the organiser 2 additional TV time-outs that shall be granted at the first dead ball after the game clock shows 6:59 and 3:59 respectively in all games.

11.3. All time-outs shall last 30 seconds.

Example 11-1:

After A1's successful field goal in the overtime, B1 requests a time-out.

Interpretation 11-1:

The ball does not become dead after a valid field goal and is available for Team B. The request shall be disregarded and the time-out shall not be granted. Team B 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.

12. USE OF VIDEO MATERIAL

12.1. The officials shall be authorised to use, if available and approved by the sports supervisor of the competition, if any, an Instant Replay System (IRS) to decide before signing the scoresheet:

- The scorekeeping or any malfunction of the game clock or shot clock at any time during the game.
- If a last shot for a field goal at the end of the regular playing time was released on time and/or whether that shot for a field goal counts for 1 or 2 points.
- Any game situation in the last 30 seconds of the regular playing time or the overtime of the game.
- To identify the involvement of team members during any act of violence.
- A Challenge request by a team as per the applicable provisions of the Official 3x3 Basketball Rules.

12.2. Without prejudice of precedent and by using only the official video and materials, the following can always be challenged: if 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 shall count 1 or 2 points.

Note: A Challenge request shall only be possible in the Olympic Games, World Cup (Open category only) and World Tour as well as if foreseen by the respective competition's regulations and subject to the IRS availability.

Statement 1:

In case an IRS is available in Olympic Games, Olympic Qualifying Tournaments, 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 officials can be challenged. A no-call not leading to a score cannot be challenged. The situations when a Challenge may be requested by a team during the game are as follows (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 violation is called in the last 2 minutes of the regular playing time or overtime of a game. A Challenge cannot be requested if the Official did not call an out-of-bounds violation.
- Verify if a player has committed an out-of-bounds violation when such violation is called in the last 2 minutes of the regular playing time or overtime of a game. A Challenge cannot be requested if the Official 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 was/was not cleared before a shot attempt.
- Verify whether a shot for a field goal shall count and if yes, whether it counts for 1 or 2 points. Only the Act of Shooting shall be reviewable.
- Verify whether a foul called on the shooter 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 at the next dead-ball situation after the action occurred whichever happens first. If the Challenge is not requested the next time the team has gained possession after the situation occurred or at the first dead ball after the situation occurred, the Challenge request shall be refused.

During the officials' review, all players shall stay away from the scorers' table.

If after the review the official's decision is confirmed and it remains unchanged ("Challenge lost"), the team shall lose its Challenge right for the remainder of the game.

If after the review the official's decision is corrected and changed ("Challenge won"), the team shall retain its Challenge right for the remainder of the game.

If the video material is not clear, the official's decision shall remain unchanged and the team shall retain its Challenge right for the remainder of the game.

Statement 2:

The Sport Supervisor may serve as a source of advice for the Official for determining the correct decision, however the final decision shall be taken by the Official.

To request the attention of the Official, the Sports Supervisor may only stop the game after a valid goal scored, without placing any team in disadvantage.

Example 12-1:

A1 attempts a successful shot for a field goal near the end of the shot clock period when the shot clock signal sounds. Team B takes control of the ball. A1 commits a foul. B1 requests a Challenge on A1's goal scored.

Interpretation 12-1:

B1's Challenge request for verifying whether A1's successful shot was released on time shall be granted.

- If the Challenge is won, A1's goal shall not count and A1's foul shall be cancelled (unless TF, UF or DF). 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 a TF, UF or DF was called).
- If the Challenge is lost, A1's goal and foul shall count. 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.

Example 12-2:

A1 attempts an unsuccessful shot for a field goal near the end of the shot clock period when the shot clock signal sounds. A2 rebounds the ball and scores. During team B's first ball possession after A2's goal scored, B1 requests a Challenge for verifying whether A1's unsuccessful shot for a field goal was released on time.

Interpretation 12-2:

The Challenge request shall not be granted. Only a successful shot for a field goal can be challenged to verify whether the shot was released on time or not.

Example 12-3:

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 12-3:

The Challenge request shall not be granted. Only the Official can decide to review a malfunction of the shot clock.

Example 12-4:

A1 rebounds the ball after Team B shot for a field goal. A1 dribbles towards the basket without clearing the ball and attempts a successful shot for a field goal. Team B takes control of the ball. A1 commits a foul. B1 requests a Challenge on Team A not clearing the ball.

Interpretation 12-4:

The Challenge request shall be granted.

- If the Challenge is won, A1's goal shall not count and A1's foul shall be cancelled (unless TF, 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 a TF, UF or DF was called).
- If the Challenge is lost, A1's goal and foul shall count. 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.

Example 12-5:

A1 rebounds the ball after Team B shot for a field goal. A1 dribbles towards the basket without clearing the ball and attempts an unsuccessful shot for a field goal. A2 rebounds the ball and scores. During team B's first ball possession, after A2's goal scored, B1 requests a Challenge on Team A not clearing the ball.

Interpretation 12-5:

The Challenge request shall be granted. B1 requested the Challenge during Team B's next ball possession.

Example 12-6:

A1 dribbles and fumbles the ball. B1 and A1 are running for the ball. A1 pushes B1. A foul is called on A1, Team A's 8th team foul. The 2 free throws are erroneously awarded to B1. A2 requests a Challenge on no loss of the ball control.

Interpretation 12-6:

The Challenge request shall be granted. The free throws shall be cancelled as A1's foul shall be considered as an offensive foul of a team in control of the ball. The game shall be resumed with a check-ball for Team B.

Example 12-7:

A1 scores a goal from the 2-point field goal area. During his Act of Shooting A1 touches the side line. Team B takes possession of the ball and requests a Challenge on validity of the goal.

Interpretation 12-7:

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 12-8:

A1 is fouled during the Act of Shooting close to the 2-point field goal line.

- The Official awards 1 free throw to A1. Team A requests a Challenge on whether it was a 1- or 2-point field goal attempt.
- The Official awards 2 free throws to A1. Team B requests a Challenge on whether it was a 1- or 2-point field goal attempt.

Interpretation 12-8:

In both cases the Challenge request shall be granted. The Act of Shooting is reviewable. The Official shall review whether the Act of Shooting took place from behind the arc or not.

Example 12-9:

A1 is fouled during the Act of Shooting close to the 2-point field goal line. The Official awards 2 free throws to A1. Team B requests a Challenge on the validity of the shot attempt.

Interpretation 12-9:

The Challenge request shall be granted. The Act of Shooting is reviewable. The Official shall review whether an out-of-bounds violation during the Act of Shooting or the expiration of the shot clock or game time during the Act of Shooting occurred. The Official's judgement calls cannot be reviewed.

Example 12-10:

With 5:30 min to the end of the game A1 and B2 are reaching for the ball. The ball goes out-of-bounds and the Official awards the ball to Team A. Team B requests a Challenge on which player caused the ball to go out-of-bounds.

Interpretation 12-10:

The Challenge request shall not be granted. A Challenge request to identify the player who caused the ball to go out-of-bounds shall only be granted in the last 2 minutes or overtime of a game.

Example 12-11:

A1 close to the sideline receives a pass from A2. A1 drives to the basket and scores a goal. B1 takes new possession of the ball and requests an out-of-bounds Challenge claiming A1 was out-of-bounds when he received the pass from A2.

Interpretation 12-11:

The Challenge request shall not be granted. A no-call leading to a score cannot be challenged.

13. PROTEST PROCEDURE

13.1. A team may file a protest if its interests have been adversely affected by:

- An error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
- A decision to forfeit, cancel, postpone, not resume or not play the game.
- A violation of the applicable eligibility rules.

13.2. In case of a team's protest, only the official video and materials may be used to take a decision.

13.3. In order to be admissible, a protest shall comply with the following procedure:

- A player of that team shall sign the scoresheet immediately at the end of the game and provide a written explanation of the protest reasons, on the reverse side of the scoresheet, before the officials have signed the scoresheet.
- A fee of USD 200 shall be applied to each protest and shall be paid in case of the protest is lost.

13.4. The sports supervisor (or a person indicated to in charge of the protest at the Technical Meeting with the teams on the eve of the event), shall decide on the protest as soon as possible, in any case no later than before the next pool phase or next elimination round starts. His decision is considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, the decisions on the eligibility may be appealed as provided for in the applicable regulations.

13.5. The sports supervisor (or person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event) may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised. In case a protest is accepted for reasons other than the eligibility rules and leads to a change of winner of the game, the game shall be considered as tied at the end of the regular playing time and an overtime shall be played immediately.

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:

- Most wins (or win ratio in case of unequal number of games in inter-pool comparison).
- Head-to-head comparison (only taking win/loss into account and applies within a pool only).
- 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:

- Standings in final event or prior to it, being actually qualified to tour final.
- Tour standing points collected for final standings at each tour stop.
- Most wins collected in the tour (or win ratio in case of unequal number of games).
- Most points scored in average during the tour (without considering winning scores of forfeits).
- Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.

Irrespectively of tournament size, tour points are awarded in each tour's tournament for tour standing purposes:

Tournament standing	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-32	33+	DQF
Tour points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9	3	1	0

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 direct elimination game that it had won, the losing team shall be the winner of the game 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 all pool games have ended, Team A and Team B both finish with 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 direct 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.

- 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.

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), except if otherwise foreseen by the competition's regulations. In case of same team ranking points, seeding shall be determined randomly prior to the competition.

In national team competitions, seeding shall be done based on the 3x3 Federation Ranking.

16. DISQUALIFICATION

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls. A player disqualified from the game may be further disqualified from the event by the organizer. Independent thereof, the organizer shall disqualify 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). 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 Official 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 goal scored. Since Team A was already warned for the same reason, the Official charges Team A with a Technical Foul. With 0:25 on the game clock, A3 disrespectfully addresses the Official 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.

17. ADAPTION TO U12 CATEGORIES

The following adaptations to the rules are recommended in U12 categories:

- Insofar possible, the basket may be lowered to 2.60 m.
- The first team to score in overtime wins the game.
- No shot clock is used. If a team is not sufficiently trying to attack the basket, the officials shall give them a warning by counting the last 5 seconds.
- Penalty situations are not applicable. All fouls are followed by check-ball, except those in act of shooting, technical fouls and unsportsmanlike fouls.
- 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.

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 <i>Note: game must start with 3 (three) players in FIBA 3x3 Official Competitions</i>
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 possession	Coin flip <i>Note: the team that wins the coin flip decides whether it takes the ball at the beginning of the game or leaves it, in order to get it in a potential overtime</i>
Scoring	1 point and 2 points, if scored behind the arc
Game duration & score limit	1 x 10 minutes, regular playing time Score limit: 21 points. Applies to regular playing time only <i>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)</i>
Overtime	First team to score two (2) points wins the game
Shot clock	12 seconds <i>Note: if a shot clock device is not available, referee to warn and count down the 5 last seconds</i>
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 possession
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 unsportsmanlike foul of a same player	2 free throws + ball possession 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" 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

Notes:

*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 Official 3x3 Basketball Rules for standings, default, forfeits, protests and disqualification