



## 3x3 Rules of the Game

<b>Court and Ball</b>	A regular 3x3 court playing surface is 15m (width) x 11m (length) The official 3x3 ball shall be used in all categories
<b>Team roster</b>	4 players 3 + 1 substitute  <i><b>Note:</b> game must start with 3 (three) players in FIBA 3x3 Official Competitions</i>
<b>Referee(s)</b>	1 or 2
<b>Time/Score keeper(s)</b>	Up to 2
<b>Time-outs</b>	1 per team and 2 TV-time outs, if any, at first dead ball after 6:59 and 3:59 dead ball, 30 seconds
<b>Initial possession</b>	Coin flip  <i><b>Note:</b> the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime</i>
<b>Scoring</b>	1 point and 2 points, if scored behind the arc
<b>Game duration &amp; Score limit</b>	1 x 10 minutes, playing time Score limit: 21 points. Applies to regular playing time only  <i><b>Note:</b> 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>
<b>Overtime</b>	First team to score two (2) points wins the game
<b>Shot clock</b>	12 seconds  <i><b>Note:</b> if a shotclock device is not available, referee to warn and count down the 5 last seconds</i>
<b>Free throw(s) following a shooting foul</b>	1 free throw 2 free throws, if foul committed behind the arc
<b>Foul limit per team</b>	6 team fouls
<b>Penalty for team fouls 7, 8 and 9</b>	2 free throws
<b>Penalty for team fouls 10 and more</b>	2 free throws + ball possession
<b>Possession following a successful goal</b>	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
<b>...following a dead ball</b>	Check ball exchange behind the arc (at the top)
<b>...following a defensive rebound or steal</b>	Ball to be dribbled/passed behind the arc
<b>...following a jumpball situation</b>	Defense possession
<b>Substitutions</b>	In dead ball situations, prior to the check ball The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him 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" if neither of his feet are inside nor step the arc**

**\*\*Official FIBA Basketball Rules apply for all game situations not specifically mentioned above**

**\*\*\*Refer to 3x3 Rules of the Game text version for standings, default, forfeits, protests and disqualification**