



**CANADA**  
**BASKETBALL**

**3X3**

## **3.1 Rules of the Game**

### **3.2 – Official 3x3 Rules of the Game**

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

#### **Art. 1 Court**

The game will be played on a basketball half court with one (1) basket. A regular 3x3 court playing surface is 15m (width) and 11m (length). The court shall have a regular basketball playing court-sized zone, including a free throw line (5.8m), a 2-point line (6.75m) and a “no-charge semi-circle” area underneath the one basket.

Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space.

#### **Art. 2 Teams**

Each team shall consist of 4 players - 3 players on the court and 1 substitute.

#### **Art. 3 Game Officials**

Full rules: The game officials shall consist of 1 referee and 2 time/score keepers.  
Basic rules: The game officials shall consist of 1 referee and 1 time/score keeper.  
Light rules: Self-refereeing, defensive player to call fouls and no time/score keeper.

#### **Art. 4 Beginning of the Game**

**4.1** Both teams shall warm-up simultaneously prior to the game.

**4.2** A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

**4.3** The game must start with 3 players on the court for each team.

#### **Art. 5 Scoring**

**5.1** Every shot inside the arc shall be awarded 1 point.

**5.2** Every shot behind the arc shall be awarded 2 points.

**5.3** Every successful free throw shall be awarded 1 point.

#### **Art. 6 Playing Time/Winner of a Game**

**6.1** The regular playing time shall be as follows: 1 period of 20 minutes running playing time.

**6.2** The first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in potential overtime).

**6.3** If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 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 the team is not present on the playing court with 3 players ready to play.

*Note: if a game clock is not available the running time's length is at the organizer's discretion.*

#### **Art. 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. 15.

**7.2** Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

**7.3** Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

**7.4** Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

**7.5** All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall

continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

### **Art. 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 will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

**8.2** Following each unsuccessful field goal or last free throw (except those followed by ball possession):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

**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 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 court.

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

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

### **Art.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 within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

**9.3** It is a violation, if after the ball has been cleared an offensive player is dribbling inside the arc with the back or side to the basket for more than five seconds.

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

### **Art. 10 Substitution**

Substitutions can be done by any team when the ball becomes dead, 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. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

#### **Art. 11 Time-outs**

**11.1.** Each team is granted one team time-out. Any player can call the time-out in a dead ball situation.

**11.2.** In case of TV production, the organizer can decide to apply two TV time-outs that will be called at the first dead ball after respectively the game clock showing 6:59 and 3:59 in all games.

**11.3.** All time-outs have a length of 30 seconds.

Note: time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live pursuant 8.1.

#### **Art. 13 Standings of teams**

Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

1. Most wins
2. Head-to-head confrontation (only taking win/loss into account and applies within pools only)
3. Most points scored