

FIBA 3x3 Rules of the Game (Test Rules for 2011)

These Rules are established by FIBA and will be tested during the entire year 2011.

Guiding Principles

The rules of the game aim to favor good flow and fair play. In addition, they should take into account the different levels of equipment and tournament circumstances, thus some articles of the rules are divided into the following categories:

- Full rules (Playing time and shot clock) for tournaments
- Basic rules (Playing time, no shot clock) for tournaments
- Light rules (Running time [continuous], no shot clock) for pick-up games

Tournament organizers shall choose which set of rules to use, between full and basic, but are encouraged to play with the Full rules in the final stages or games of their tournaments.

All feedback, based on statistical analysis, video footage and experts' input will be reviewed by FIBA in November/December 2011. FIBA reserves the right to modify rules and categories following the tests performed in 2011.

FIBA may select certain tournaments for testing other variations of the rules during 2011.

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

Art. 1 Court

The game will be played on a basketball half court.

Full rules: The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m) and a two point line (6.75m).

Basic rules: Same as above (as a recommendation).

Light rules: Same as above (as a recommendation).

Art. 2 Teams

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

Art.3 Game Officials

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

Basic rules: The game officials shall consist of one (1) referee and one (1) time/score keeper.

Light rules: Self-refereeing, defensive player to call fouls, 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 (light rules: coin flip or shot behind the two point line).

Art. 5 Scoring

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

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

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

Art.6 Playing time/Winner of a Game

6.1. The regular playing time shall be as follows:

Full rules: Two (2) times five (5) minutes. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

There shall be a one (1) minute break between both periods.

Basic rules: Two (2) times five (5) minutes. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).

There shall be a one (1) minute break between both periods.

Light rules: The recommendation is that regular playing time shall be 15 minutes. The clock shall be running continuously.

6.2. However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time.

The recommendation for "Light rules" is that the team which scores 15 points or more wins the game if it happens before regular playing time.

6.3. If the score is tied at the end of playing time, an extra period of time will be played. The defensive team from game start shall have the first ball possession. There shall be an interval of one (1) minute before each extra period.

Full rules: The extra period shall last one (1) minute. However, if the score is still tied after the first overtime, a second and final overtime is played and the first team to score two (2) points wins the game.

Basic rules: The first team to score two (2) points in the overtime wins the game.

Light rules: The first team to score two (2) points in the overtime wins the game.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with three (3) players ready to play.

Art.7 Fouls/Free throws (does not apply to "Light rules")

7.1. A team is in a team foul situation when it has committed four (4) fouls within a period.

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

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

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

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

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

Art. 8 Stalling (does not apply to "Light rules")

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

8.2. If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

8.3. 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. On the second violation the other team shall be awarded the ball behind the arc.

Art. 9 How the Ball is played

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

A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

Tapping away the ball by the scoring team after a made field goal or free throw shall be considered a delay of game and result in a technical foul.

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

If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

9.3. Following a steal, a turnover etc.:

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

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

9.5. The ball is considered as "behind the arc" when the offensive player in possession of the ball has both feet behind the two point line.

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

9.7. Dunking of the ball is not permitted unless pressure-released rings are used

Art. 10 Substitution

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

Art. 11 Time-outs

There are no time-outs in full and basic rules. In "Light rules", one 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

