



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

Rules	FULL RULES FOR TOURNAMENTS Playing time + shot clock	BASIC RULES FOR TOURNAMENTS Playing time only, no shot clock	LIGHT RULES FOR PICK-UP GAMES Running time (continuous), no shot clock
Team roster	Four players (4) Three (3) + One (1) substitute	Four players (4) Three (3) + One (1) substitute	Four players (4) Three (3) + One (1) substitute
Game duration	2 x 5 minutes Playing time One minute break at half-time	2 x 5 minutes Playing time One minute break at half-time	Up to the players Running time (continuous) Recommendation: 15 minutes
Overtime	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	The first team to score two (2) points wins the game	The first team to score two (2) points wins the game
Scoring	One (1) and Two (2)	One (1) and Two (2)	One (1) and Two (2)
Shot clock	12 seconds	None Referee to warn "stalling" situations Possession given to defense following a second warning	None
Score limit	21 points	21 points	Up to the players Recommendation: 15 points
Initial possession	Coin flip	Coin flip	Coin flip or shot behind the arc
Possession following a successful field goal	Defense possession Right underneath the hoop Ball to be dribbled/passed behind the arc	Defense possession Right underneath the hoop Ball to be dribbled/passed behind the arc	Defense possession Right underneath the hoop Ball to be dribbled/passed behind the arc
Possession following a dead ball	"Check ball" Exchange behind the arc (at the top)	"Check ball" Exchange behind the arc (at the top)	"Check ball" Exchange behind the arc (at the top)
Following a steal, a turnover, a defensive rebound, etc	Ball to be dribbled/passed behind the arc	Ball to be dribbled/passed behind the arc	Ball to be dribbled/passed behind the arc
Following a jumpball situation	Defense possession	Defense possession	Defense possession
Following a shooting foul	One (1) free-throw Two (2) free-throws, if foul committed behind the arc	One (1) free-throw Two (2) free-throws, if foul committed behind the arc	Offense possession
Foul limit per player	Four (4)	Four (4)	Does not apply
Foul limit per team	Four (4) per period	Four (4) per period	Does not apply
Penalty situation	One (1) free-throw	One (1) free-throw	None
Substitutions	In dead ball situations	In dead ball situations	In dead ball situations
Referee(s)	One (1)	One (1)	Self-refereeing Defensive player to call fouls
Time/Score keeper(s)	Two (2)	One (1)	None
Time-outs	None	None	One (1) 30 seconds time-out per team Requested by the player, in dead ball situations
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			
Official FIBA Basketball Rules apply for all game situations not specifically mentioned above			

Tournament organizers shall choose which set of rules to use, between full and basic, but are encouraged to play with the "FULL RULES FOR TOURNAMENT" 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.

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