3 on 3 Basketball Tournament Rules

Court and Ball

The game of 3x3 is played on a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep (15 meters x 11 meters), with regular basketball court markings, including a 19-foot (5.8 meters) free throw line, a 22-foot (6.75 meters) 2-point line, and a "no-charge semi-circle" area underneath the one basket. Half of a traditional basketball court may be used. Standard basketball.

Teams

Each team shall consist of 5 players max (3 players on the court and 2 substitutes).

Game Officials

The game shall consist of 1 or 2 referees and time/score keepers.

Beginning of the Game

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

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.

The game must start with three players on the court.

Scoring

Every successful shot inside the arc shall be awarded 1 point.

Every successful shot behind the arc shall be awarded 2 points.

Every successful free throw shall be awarded 1 point.

Playing Time/Winner of the Game

The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during timeouts 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).

The first team to score 21 points or more wins the game if it happens before the end of regular playing time of 10 minutes. This rule applies to regular playing time only (not in a potential overtime).

If the score is tied at the end of playing time, an extra period of time of 2 minutes will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

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. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

A team shall lose 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 can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

A team losing by default or a forfeit will be disqualified from the competition.

Fouls/Free Throws

A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical.

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.

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

Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession.

Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

How to Play

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.
- The defensive team is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

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 or steals the ball, it must return the ball behind the arc (by passing or dribbling).

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

A player is considered to be "behind the arc" when neither of his feet are inside nor stepping on the arc.

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

Substitutions

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.

Time-outs

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

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 (or win ratio in case of unequal number of games in inter-pool comparison);
- 2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
- 3. Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those three steps, the one(s) with the highest seeding win(s) the tie-breaker.

Seeding Rules

Teams are seeded in correlation to the team ranking points (sum of the team's 3 best players ranking points, prior to the competition). In case of the same team ranking points, seeding will be determined randomly prior to the competition start.