

FERNANDA SALINAS-SANCHEZ

MEMORIAL TOURNAMENT

2017

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.

Teams

Each team shall consist of 4 players (3 players on the court and 1 substitute). Game Officials
The game officials shall consist of 1 or 2 referees who will also be the time/score keepers.

Beginning of the Game

Both teams shall receive 5 minutes to 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 shot inside the arc shall be awarded one 1 point. Every shot behind the arc shall be awarded 2 points. Every successful free throw shall be awarded 1 point.

Playing time/Winner of a Game

The regular playing time shall be as follows: one period of 15 minutes straight time. However 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 a potential overtime). If the score is tied at the end of regular time the teams will have a free throw shoot off. First team to score when the other team does not, like a hockey shootout.

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). 3x3 Official Rules of the Game – 2016 Page 2 of 4 6.5. 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, whilst the defaulting team's score is set to 0 in any case. 6.6. A team losing by default or a tortuous forfeit will be disqualified from the competition.

Fouls/Free throws

A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls. 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 will be awarded with 2 free throws and ball possession. 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.

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) 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

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 player's hands (following the exchange with the defensive player or after a successful field goal underneath the basket). 3x3 Official Rules of the Game – 2016 Page 3 of 4 9.3 It will consider 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.

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. 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

Each team is granted one team time-out. The timeout cannot be taken in the last minute of the game. Any player can call the timeout in a dead ball situation. All time-outs have a length of 30 seconds and time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live pursuant.

Have FUN!!!