



RULES

COURT & BALL

The game will be played on a 3x3 court with one basket. An official FIBA 3x3 ball will be used for all games.

TEAMS

Each team shall consist of no more than four (4) players: three (3) players on the court and one (1) substitute.

A maximum of one varsity basketball player is permitted on the team.

TEAM UNIFORM

Uniform colors must match all players on the team.

OFFICIALS

The game shall be managed by up to 2 officials and up to 2 table officials.

START OF GAME

A coin flip shall determine which team gets the first possession. The team that wins the coin toss may choose to receive the ball at the start of the game or defer that choice to the start of a potential overtime.

SCORING

Every shot made from inside the arc: 1 point.

Every shot made from behind the arc: 2 points.

Every successful free throw: 1 point.

PLAYING TIME/WINNER OF GAME

The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- The ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team shall be in possession of the ball.
- After an unsuccessful final free throw, when the ball remains live and touches or is touched by any player on the playing court.

Opening Round Games

The regular playing time shall be one (1) period of fifteen (15) minutes (or 15 points, whichever comes first).

The first team to score fifteen (15) points or more shall win the game, provided this occurs before the end of regular playing time. This "sudden death" rule applies to regular playing time only and does not apply to a potential overtime.

Championship & Runner Up Games

The regular playing time shall be one (1) period of twenty-one (21) minutes (or 21 points, whichever comes first)

The first team to score twenty-one (21) points or more shall win the game, provided this occurs before the end of regular playing time. This "sudden death" rule applies to regular playing time only and does not apply to a potential overtime.

If the score is tied at the end of regular playing time, an overtime period shall be played. There shall be a one (1) minute interval before overtime begins. The first team to score two (2) points in overtime shall win the game.

A team shall forfeit the game if, at the scheduled starting time, it is not present on the playing court with at least three (3) players ready to play. In the event of a forfeit, the game score shall be recorded as *w-0* or *0-w* ("w" standing for win). For the winning team, this result shall not be counted when calculating the team's average score, while for the losing team, the result shall be counted as 0 points in the calculation of the team's average score. A team shall be disqualified from the competition after a second forfeit or in the event of a no-show.

FOULS

A team shall be considered in a penalty situation after it has committed six (6) fouls.

If a foul is committed on a player in the act of shooting, that player shall be awarded:

- If a field goal attempt is successful, the basket shall count, and the player shall be awarded one (1) additional free throw. Two (2) free throws shall be awarded starting from the team's seventh (7th) foul.
- If a shot from inside the arc is unsuccessful, the player shall be awarded one (1) free throw. Two (2) free throws shall be awarded starting from the team's seventh (7th) foul.
- If a shot from behind the arc is unsuccessful, the player shall be awarded two (2) free throws.

Unsportsmanlike and disqualifying fouls shall be counted as two (2) team fouls for the purposes of team foul accumulation. The first unsportsmanlike foul committed by a player shall be penalized with two (2) free throws, without change of ball possession. All disqualifying fouls, including a player's second unsportsmanlike foul, shall be penalized with two (2) free throws **and** the opposing team shall gain ball possession.

Team fouls seven (7), eight (8), and nine (9) shall always be penalized with two (2) free throws. Team foul ten (10) and any subsequent team fouls shall be penalized with two (2) free throws and ball possession. It shall not apply to technical fouls.

All technical fouls shall be penalized with one (1) free throw, which shall be administered immediately. Following the free throw, the check-ball shall be administered by the team that had possession of the ball, or was entitled to the ball, when the technical foul was called.

HOW THE BALL IS PLAYED

Following each successful field goal or the last free throw (except when followed by a change of ball possession):

- A player from the non-scoring team shall resume play by dribbling or passing the ball from inside the court, directly underneath the basket (not from behind the end line).
- To a position on the court behind the arc.

Following each unsuccessful field goal or the last free throw (except when followed by a change of ball possession):

- If an offensive player rebounds the ball, they may continue the scoring attempt without returning the ball behind the arc.
- If a defensive player rebounds the ball, they must return it behind the arc by dribbling or passing.

If the defensive team steals or blocks the ball, it must return the ball behind the arc by dribbling or passing.

Possession of the ball awarded to either team following any dead ball situation shall start or resume with a check-ball, that is, an exchange of the ball between the offensive and defensive player behind the arc at the top of the court.

In the event of a jump ball situation, the game shall be resumed with a check-ball for the team that was previously on defense.

STALLING

Stalling, or failing to play actively by not attempting to score, shall be considered a violation.

SUBSTITUTIONS

Both teams are entitled to make a substitution when the ball is dead prior to a check-ball or free throw. Substitutes may enter the game without prior notice to the officials or table officials while the ball is dead and the game clock is stopped. Substitutions may only take place behind the end line and do not require any action from the officials or table officials.

TIMEOUTS

Each team shall be granted one (1), 30-second timeout. Any player or substitute may request a timeout when the ball is dead, prior to a check-ball or free throw.

Timeouts may not be carried over into overtime. No additional timeouts will be awarded during overtime.

STANDINGS

For both pool play and overall competition standings, the following classification rules shall apply.

If teams that have reached the same stage of the tournament are tied, the following tie-breaking procedures shall be applied in order.

- Most Wins
- Head-to-Head
- Highest Average Points Scored
- Point Differential