

3x3 USA Basketball Rules of the Game

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

Art. 1 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.

A size 6 ball is used in all official FIBA competitions.

Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space

Art. 2 Teams

Each team shall consist of 4 players (3 players on the court and 1 substitute).

Art. 3 Game officials

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

Art. 4 Beginning of the game

4.1. Both teams will warm up simultaneously prior to the start of the game. Each team shall be allowed **two (2) minutes** of warm-up time before the game begins.

4.2. A coin toss conducted by the referee shall determine which team receives the first possession of the game. The winner of the coin toss may choose to receive the first possession or defer possession until the start of a potential overtime period.

4.3. The game shall begin with **three (3) players** from each team on the court. A team may continue to play with a minimum of **two (2) players** due to injury or player disqualification. If a team is unable to field at least two (2) players, the game shall be declared a forfeit.

Art. 5 Scoring

- 5.1.** Every successful shot inside the arc shall be awarded 1 point.
- 5.2.** Every successful shot behind the arc shall be awarded 2 points.
- 5.3.** Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a game

- 6.1.** The regular playing time shall consist of one (1) 20-minute period. The game clock shall run continuously except during timeouts, injuries, or at the discretion of the referee.
- 6.2.** The first team to score thirty (30) points and lead by at least two (2) points shall be declared the winner if this occurs before the expiration of the 20-minute game clock. The score shall be capped at thirty-five (35) points.
- 6.3.** If neither team reaches thirty (30) points before the expiration of regulation, the team with the higher score shall be declared the winner. If the score is tied at the end of regulation, a one (1) minute overtime period shall be played. The first team to score two (2) points in overtime shall be declared the winner.
- 6.4.** A team shall forfeit the game if it is not present on the court with at least three (3) players ready to play at the scheduled game time. A forfeited game shall be recorded as a win for the opposing team.
- 6.5.** A team shall lose by default if it leaves the court before the conclusion of the game or is unable to continue play due to injury, ejection, or disqualification. In a default, the opposing team shall be declared the winner.
- 6.6.** Any team that forfeits or defaults may be subject to removal from the remainder of the tournament at the discretion of the tournament director.

Art. 7 Fouls/Free throws

- 7.1.** All fouls shall be called by the court referee. Players are expected to respect the referee's decisions and always conduct themselves in a sportsmanlike manner.
- 7.2.** Any player fouled during the act of shooting shall be awarded one (1) free throw. All players must remain behind the three-point arc until the free throw has been attempted.
- 7.3.** If a player is fouled while making a successful field goal, the basket shall count. No additional free throw will be awarded; however, the scoring team shall retain possession of the ball. "And-one" plays are not permitted.
- 7.4.** Intentional or flagrant fouls shall result in one (1) automatic point being awarded to the offended team, plus possession of the ball.
- 7.5.** Any player assessed a flagrant foul shall be removed from the game for six (6) minutes. If the penalty cannot be fully served during the current game, the remaining time shall carry over to the team's next game.

7.6. Unsportsmanlike conduct, fighting, abusive language, or repeated misconduct may result in a technical foul, player ejection, or removal from the tournament at the discretion of the referee and Tournament Director.

Art. 8 How the ball is played

8.1. Following each successful field goal or the final successful free throw:

- The non-scoring team shall resume play by dribbling or passing the ball from directly underneath the basket to a position behind the three-point arc.
- The defending team may not attempt to steal or contest the ball while it is within the no-charge semi-circle area beneath the basket.

8.2. Following a missed field goal or missed final free throw:

- If the offensive team secures the rebound, play may continue without clearing the ball behind the three-point arc.
- If the defensive team secures the rebound or gains possession by a steal, the ball must be cleared behind the three-point arc by dribbling or passing before attempting to score.

8.3. Following any dead-ball situation, play shall resume with a check-ball (exchange of the ball) between the offensive player and defensive player at the top of the three-point arc.

8.4. A player is behind the three-point arc when neither foot is touching or inside the arc.

8.5. The game shall begin with a coin toss to determine the first possession. All subsequent jump-ball situations shall be determined using the alternating possession rule.

Art. 9 Stalling

9.1. A team must make a reasonable effort to advance the ball and attempt to score. Intentionally stalling or failing to play actively shall be considered a violation.

9.2. Since a shot clock will not be used, the referee may issue a verbal warning if a team is intentionally delaying play or failing to make a reasonable attempt to score. After the warning, the referee shall count the final five (5) seconds aloud. Failure to attempt a shot before the count expires shall result in a turnover, with possession awarded to the opposing team.

Art. 10 Substitutions

10.1. Substitutions may only be made during a dead-ball situation and before playing resumes with a check-ball.

10.2. A substitute may enter the game only after the player being replaced has completely left the court and the two players have made physical contact (hand slap or similar) during the substitution.

10.3. All substitutions must take place behind the end line opposite the basket.

10.4. No approval from the referee or scorekeeper is required for a legal substitution.

Art. 11 Time-outs

11.1. Each team shall be granted one (1) 30-second timeout per game.

11.2. A timeout may only be requested by a player on the court during a dead-ball situation.

Art.12 Protest procedure

12.1. Any questions regarding the application or interpretation of a playing rule must be brought to the attention of the court referee immediately before play resumes.

12.2. A team wishing to protest the outcome of a game based on a rule's interpretation must notify the Tournament Director immediately following the conclusion of the game.

12.3. The Tournament Director's decision on all protests and rule interpretations shall be final.

12.4. Judgment calls made by the referee, including fouls, violations, and out-of-bound decisions, are not subject to protest.

Art. 13 Standings of teams

13.1. Round-robin games played on Saturday shall determine each team's seeding for the Sunday single-elimination tournament.

13.2. Teams shall be ranked using the following criteria, in order:

1. Overall win-loss record.
2. Head-to-head result (if only two teams are tied).
3. Point differential (points scored minus points allowed).

4. Total points scored.
5. Coin toss conducted by the Tournament Director.

13.3. If three or more teams remain tied after applying the above criteria, the Tournament Director shall apply the tiebreakers in order until the tie is broken.

Art. 14 Disqualification

14.1. Players, coaches, and spectators are expected to always conduct themselves in a respectful and sportsmanlike manner.

14.2. Any player who commits a flagrant foul, engages in fighting, uses abusive or threatening language, or displays unsportsmanlike conduct may be assessed as a technical foul, ejected from the game, or removed from the tournament at the discretion of the referee and Tournament Director.

14.3. Any player ejected from a game may be subject to additional disciplinary action, including suspension from future games or removal from the remainder of the tournament.

14.4. If the actions of one or more team members create an unsafe or disruptive environment, the Tournament Director reserves the right to disqualify the entire team from the tournament.

14.5. All decisions regarding player ejections, suspensions, and tournament disqualifications made by the Tournament Director shall be final.