

## TEAMS

A	B	C	D
Anurag Lakra	Ishan Chatterjee	Abinash Ekka	Nikhil Joseph
Aswin Panna	Ankoor tigga	Sudeep Soreng	Rohit calixto
Ricky Derik	Komal Kandulna	Sahil Kumar Ekka	HemalayKisan
Ashish Tirkey	Pramit Kumar Baskey	Kaushik Iyaan Kiro	Franklin Lakra
E	F	G	
Peter Toppo	Aswini Vinay	Manoj Soreng	
Abhisek Tirkey	Aman Toppo	Shubham Singh	
Neelesh kujur	Fredric Xavier Lakra	Ashit minj	
Ashim Bilung	Prajwal Deep	Akash Tirkey	

## NOTES

- 1- Until the physical conditions permit no delay should be practiced during the tournament.
- 2- All teams should bring their own kits.
- 3-Matches will be in league basis
- 4-No further updates on team will be appreciated.
- 5-Top four teams will qualify for playoffs.
- 6-There will also be match for 3<sup>rd</sup> place.
- 7- The points for every team will be given as follows **WIN-->1 LOOSE-->0.**
- 8- In case of draw a **2 min** overtime will be played.
- 9- Rolling sustitution will be practiced.
- 10- Every team is adviced to provide a suitable team name to Sahil K Ekka,**  
**unless the names are not received fixtures wont be published.**

**A copy of rules is attached below**



### 3x3 Rules of the Game

Court and Ball	A regular 3x3 court playing surface is 15m (width) x 11m (length) The official 3x3 ball shall be used in all categories
Team roster	4 players 3 + 1 substitute  <b>Note:</b> game must start with 3 (three) players in FIBA 3x3 Official Competitions
Referee(s)	1 or 2
Time/Score keeping(s)	11:16:29

## Sheet1

Time/score keeper(s)	Up to 2
Time-outs	1 per team and 2 TV-time outs, if any, at first dead ball after 6:59 and 3:59 dead ball, 30 seconds
Initial possession	Coin flip  <b>Note:</b> the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime
Scoring	1 point and 2 points, if scored behind the arc
Game duration & Score limit	1 x 10 minutes, playing time Score limit: 21 points. Applies to regular playing time only  <b>Note:</b> if a game clock is not available, running time length and sudden death score is at organizer's discretion. FIBA recommends setting score limit in line with the game duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points)
Overtime	First team to score two (2) points wins the game
Shot clock	12 seconds  <b>Note:</b> if a shotclock device is not available, referee to warn and count down the 5 last seconds
Free throw(s) following a shooting foul	1 free throw 2 free throws, if foul committed behind the arc
Foul limit per team	6 team fouls
Penalty for team fouls 7, 8 and 9	2 free throws
Penalty for team fouls 10 and more	2 free throws + ball possession
Possession following a successful goal	Defense possession Right underneath the hoop Ball to be dribbled or passed to a player behind the arc Defensive team not allowed to play for the ball inside the "no-charge semi-circle" area underneath the basket
...following a dead ball	Check ball exchange behind the arc (at the top)
...following a defensive rebound or steal	Ball to be dribbled/passed behind the arc
...following a jumpball situation	Defense possession
Substitutions	In dead ball situations, 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 behind the end line opposite the basket. Substitutions require no action from the referees or table officials

### Notes:

**\*A player is considered to be "behind the arc" if neither of his feet are inside nor step the arc**

**\*\*Official FIBA Basketball Rules apply for all game situations not specifically mentioned above**

**\*\*\*Refer to 3x3 Rules of the Game text version for standings, default, forfeits, protests and disqualification**

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