

# 2019 Hoop Battle 3x3 Registration Notice

## How to apply?

1. Scan QR code to follow the "Hoop battle" official WeChat platform, you can enter the three-on-three event registration list below the menu bar.
2. Click to enter the "Personal Centre", log-in according to the prompts, click "Settings" in the upper right corner to complete the personal information and save.
3. Select the competition area, click "Register the offline event", create a team or select a team according to the prompts, fill in the relevant information, and complete the registration.

## Registration requirements

1. The registration team members must be 16-40 years old.
2. The registration team members are not restricted by professional athletes. (Professional clubs registered in the China Basketball Association, provincial youth teams, students of various sports colleges, etc. can apply)
3. Only one foreign player is allowed to play in each team.
4. Chinese nationality is required to provide a second-generation ID card (Hong Kong Permanent Resident Identity Card, Taiwan ID Card) or military officer ID or student ID card; foreign nationality is required to provide a work or study visa, passport, and registration.
5. Free team, independent name, but the team name must not violate national laws, regulations, social ethics and public order. The organizer reserves the right to request the registration of the players at any time for the name of the team that the organizer deems inappropriate, otherwise the registration will not be accepted and the qualification will be cancelled.
6. Team approach: Each team consists of 3 to 6 athletes, no more than 6 members, but no less than 3 players. (It is recommended that each team report 6 members at the time of registration, and 4 players will be confirmed when they sign-in on the match day, but once 4 players are confirmed, they cannot be replaced in this competition. After the start of the game until the end of the national finals, due to players injuries or other reasons cannot continue to participate, only allowed to be replaced in the list of 6 people who applied for the first time).
7. If the team is not eliminated, you must not participate in other team during the competition.
8. Any behaviour involving violence, language or physical assault, misconduct that affects the outcome of the game (such as a fake ball), or any player who violates ethical standards. The Basketball Organizing Committee will cancel its qualifications, deduct all the prizes and registration fees, and be included in the basketball blacklist. In the future, it will not be allowed to participate in the activities of the basketball organization in any form.
9. Team members should be healthy, have no diseases that are not suitable for basketball, and must not have infectious diseases that may affect other participants.

## Disclaimer

1. All participating teams must sign a "Disclaimer of Commitment" before the competition. The team that has not signed the agreement may not start the competition.
2. Team members must promise to respect and abide by the relevant rules and regulations of the game during the competition, fair competition, and declare unexpected circumstances such as accidental injury, death and loss of items during the competition. The organizer, co-organizer and other participants are exempt from liability.

## Insurance

1. In order to strengthen the safety and security of the event and avoid the risk of accidents, the participating players must submit the personal ID number to the organizing committee through the "Hoop battle" official WeChat platform before the competition. The organizing committee will purchase the insurance in a unified manner. Responsibility and disclaimer are subject to the personal accident insurance provisions at the time of insurance.

If you have any questions about Hoop battle, you could find out through the following channels.

Hoop Battle Official WeChat Account: lanzhanhb

Hoop Battle Official Website: <http://www.hoopbattle.com>

Customer Service WeChat: hbcx33

Support Hotline: (TBC)

# 2019 Hoop Battle 3x3 Competition Rules

Note: This document of "2019 Hoop Battle 3x3 Competition Rules" are taken from FIBA 3x3 Basketball Rules. Some Articles not applicable to this competition have been omitted to avoid confusion. If any dispute arises that do not fall within the Competition Rules, the Organizer shall have the right to make the final decision.

## Article. 1 Court and Ball

The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15m (width) x 11m (length). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m), a two points line (6.75m) and a "no-charge semi-circle" area underneath the one basket. Half a traditional basketball court may be used. The official 3x3 ball shall be used in all categories.

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



## Article. 2 Teams

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

Note: Coaches on the playground and/or remote coaching from the bleacher are not allowed

## Article. 3 Game Officials

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

## Article. 4 Beginning of the Game

1. Both teams shall warm-up simultaneously prior to the game.
2. 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.
3. The game must start with three players on the court.

## Article.5 Scoring

1. Every shot inside the arc shall be awarded one 1 point.
2. Every shot behind the arc shall be awarded 2 points.
3. Every successful free throw shall be awarded 1 point.

## Article. 6 Playing time /Winner of a game

1. The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations 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).
2. 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).
3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
4. 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).
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. A team losing by default or a tortuous forfeit will be disqualified from the competition.

Note: if a game clock is not available the running time's length and/or required points for sudden death is at the organizer's discretion. FIBA recommends setting the score limit in line with the game's duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points).

## Article. 7 Fouls/Free throws

1. A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to art. 15.
2. 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.
3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
4. 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. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.
5. 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.

Statement 1:

A personal foul is a player's illegal contact with an opponent, whether the ball is lived or dead.

During the game, each player has the right to occupy any position (cylinder) on the playing court not already occupied by an opponent. This principle protects the space on the floor which he occupies and the space above him when he jumps vertically within that space.

Player not in possession of the ball: A player shall not hold, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot. The principal of advantage/ disadvantage is applied until the freedom of movement of the player is restricted by an opponent.

Player in possession of the ball not in AOS: A player shall not hold, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot outside his cylinder, provoking the clear loss of control of the ball of the offensive player.

Player in AOS: As soon as the player leaves his vertical position (cylinder) and body contact occurs with an opponent who had already established his own vertical position (cylinder), the player who left his vertical position (cylinder) is responsible for the contact.

The principal of advantage/disadvantage is applied until

- . offensive player clearly loses his/her balance and/or the control of the ball because of excessive contact of defensive's player.



. defensive players clearly lose his/her balance because of excessive contact of offensive player.

Statement 2:

An unsportsmanlike foul is a player foul that is an excessive, hard or dangerous contact. Holding an opponent in control of the ball shall be considered as an unsportsmanlike foul.

Statement 3:

A player clearly exaggerating or faking a contact may receive a technical foul immediately. No warning shall be given.

## Article. 8 How the Ball is played

1. Following each successful field goal or last free throw (except those followed by ball possession):
  - . 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.
2. Following each unsuccessful field goal or last free throw (except those followed by ball possession):
  - . 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).
3. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).
4. 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.
5. A player is considered to being "behind the arc" when neither of his feet are inside nor step the arc.
6. In the event of a jump ball situation, the defensive team shall be awarded the ball.

Statement 1:

A player who receives the ball while standing with both feet on the floor:

- . The moment one foot is lifted, the other foot becomes the pivot foot.
- . To start a dribble, the pivot foot may not be lifted before the ball is released from the hand(s).
- . The ball is considered released when it does not rest in the player's hand(s) anymore.

A player who receives the ball while he is progressing or upon completion of a dribble may take two steps after catching the ball in coming to a stop, passing or shooting the ball. The player receiving the ball while running shall release the ball to start his dribble before his second step.

Statement 2:

After a scored basket all actions with the intent to delay the game shall lead to an immediate warning. Any subsequent attempt to delay the game by an already warned team shall lead to a technical foul.

## Article. 9 Stalling

1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
2. 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 players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).
3. It is 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.

## Article 10 Substitutions

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.

## Article. 11 Time-outs

1. Each team is granted one team time-out. Any player can call the time-out in a dead ball situation.
2. In case of TV production, the organizer can decide to apply two TV timeouts that will be called at the first dead ball after respectively the game clock showing 6:59 and 3:59 in all games.
3. All time-outs have a length of 30 seconds.

Note: Time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live pursuant 8.1.

## Article. 13 Standings of teams

Both in pools and in overall competition standings (other than standings in tours), the following classification rules apply. If teams that have reached the same stage of the competition 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.

The standings in tours (whereas tours are defined as series of connected tournaments) will be calculated for the tour denominator, i.e. either players (if players can create new teams in every tournament) or teams (if players are bound to one team for the whole tour). Tour standings order:

- . Standings in final event or prior to it, being actual qualified to tour final;
- . Tour standing points collected for final standings at each tour stop;



- . Most wins collected in the tour (or win ratio in case of unequal number of games)
- . Most points scored in average during the tour (without considering winning scores of forfeits).
- . Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.

Note: Tour seedings are done with all the teams participating in a tour irrespectively if they play or do not play the next event.

## Article. 15 Disqualification

A player committing 2 unsportsmanlike fouls (not applicable to technical fouls) will be disqualified from the game by the referees and may be disqualified from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of FIBA's Anti-Doping rules (Book 4 of the FIBA Internal Regulations) or any other breach of the FIBA Code of Ethics

Chapter II of the FIBA Internal Regulations). The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the afore mentioned behaviour. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Article 15.

## Summary

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 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



# 2019 Hoop Battle Schedule

## Organizers and hosting areas

Organizer: (TBC)Basketball Battle (Beijing) Sports Culture Communication Co., Ltd.

Divisions: China Guangzhou Division, China Foshan Division, China Shenzhen Division, China Dongguan Division, China Hong Kong Division, China Taipei Division, Philippines Manila Division, Japan Tokyo Division, New York Division, Canada Toronto Division.

## Schedule and Venue

1. China Guangzhou Division (Open selection match + City Final)  
Competition time: July-August  
Venue: Guangzhou V5 Stadium
2. China Foshan Division (Open selection match+ City Final)  
Competition time: July-August  
Venue: Foshan Basket Stadium
3. China Shenzhen Division (Open selection match + City Final)  
Competition time: July-August  
Venue: V5 Stadium
4. China Dongguan Division (Open selection match + City Final)  
Competition time: July-August V5  
Venue: V5 Stadium
5. China Hong Kong Division (City Final)  
Competition time: June 29-July 1  
Venue: Hong Kong Southern Stadium
6. Chinese Taipei Division (City Final)  
Competition time: July to September  
Venue: Taishan Middle School, Taishan District
7. Philippines Region ,Manila District (Open selection match+ City Final)  
Competition time: July-September  
Venue: Ayala Mall
8. Tokyo, Japan (City Final)  
Competition time: October 19 - October 20  
Venue: Yoyogi Park
9. US Division
10. Canada Division
11. Finals  
Competition time: September to November  
Match Address: Foshan, China

## The Participating Team

1. China's Guangzhou Division, China Foshan Division, China Shenzhen Division, China Dongguan Division, respectively set the open selection match and city finals. Each match is divided into 64 teams and 16 women teams.
2. There is only a city final in the Hong Kong Division of China. The participating teams are 32 men's teams (only men in the Hong Kong Division of China).
3. In the Manila Division of the Philippines, set the open selection match and the city finals, the team is 64 men's teams

## Introduction of the game system

1. Open selection Match
  - China's Guangzhou Division, China Foshan Division, China's Shenzhen Division, China's Dongguan Division, each competition zone set up a open selection, 2 competition days per station. 32 men's teams in each match day, the draw decided to play against, single defeat elimination system, 8 points in advance of each match, a total of 16 teams advanced to the conference finals.  
(The Hong Kong Division and the women's team don't have the open selection matches )
  - Settlement in the Manila Region of the Philippines.
2. Divisional Final
  - China Guangzhou Division, China Foshan Division, China Shenzhen Division, China Dongguan Division, 1 race in each competition, 2 competition days per station.
  - Men's team system: The first match day is divided into 4 groups by 16 teams to conduct group round robin. The top 2 teams in each group advance to the quarter-finals. On the second match day, the top eight teams will be eliminated. One team was selected to advance to the finals. (The semi-final losers decided three or four.)
  - Women's team system: On the second match day, there are 16 teams in each division.  
Random draws against each other, one day to single elimination system, selected one team to advance to the finals. (The semi-final losers decided three or four.)
  - There is only one race in the Hong Kong Division of China, which belongs to the conference finals. 2 race days per station, 32 men's teams on the first match day, draw lots to decide against, single elimination and elimination, and decide the top 16. In the second match day, the top 16 defeated the single-scoring system and finally decided to win a division champion.



(The semi-final losers decided three or four.)

. Manila (Philippines Region) set 1 stop for open selection match, 1 match day per stop.

## Finals

. Men's Team: consisting of 9 Chinese Division champions (Guangzhou, China, Foshan, China, Shenzhen, Dongguan, China, Hong Kong) + 2 Philippines Division + 5 wild card teams, a total of 16 teams

. Men's team system: 16 men's teams in the finals are divided into 4 groups for the round robin. The top 2 teams in the group advance and single-finish elimination system to decide the national championship. (The semi-final losers decided three or four.)

. Women's Team: 8 finalists are composed of 7 city champions and +1 foreign team.

. Women's team competition system: Through random draws against each other, a single-game elimination tournament is played, and the national championship is decided by a random draw. (The semi-final losers decided three or four.)

## Reward Mechanism

1. The national city competition reward mechanism is determined by the city organizing committee.

2. Global Finals: The Champion prize is 400,000, the runner-up prize is 120,000, and the third-place prize is 80,000. TBC

3. The above bonuses are all deducted from the personal income tax amount.

## Regulations

1. The competition will be arranged by the city organizing committees of each country.

2. One hour before the competition, the players must arrive at the venue to pick up the equipment in advance. The organizing committee will arrange a lottery to determine the match table for each race. (You can also set up a customer service group first, online lottery)

3. According to the organizer's schedule, the participating teams will be abstained for 15 minutes late, and the score will be W:0.

4. Successful registration means that the competition rules, competition rules and disclaimers are recognized. If there is any violation, the organizer has the right to cancel the qualification of the team.

# 2019 Hoop Battle 3x3 Disclaimer

1. The three-on-three basketball game is a non-profit national basketball fitness event designed to provide a platform for the basketball enthusiasts to play a healthy and enjoyable game and exchange basketball skills.

2. The organizer provides personal accident insurance for all participating players (participants are required to provide relevant information for purchasing insurance, such as ID card number), and causing human injury caused by unforeseen factors such as accidents and unexpected situations during the competition. The organizer is obliged to do his utmost to help and bear the compensation within the scope of insurance; the organizer does not bear the economy and responsibility arising out of the insurance coverage; all the participating players participate in the activity on the principle of "doing the best, assisting and taking responsibility", the organizer do not assume any legal or financial responsibility.

3. All players participating in the competition have full capacity for civil conduct, and any personal injury or injury occurs during the event. The organizer has no legal responsibility or financial responsibility.

4. All participating players voluntarily sign up and promise to have the right or authorization to participate in the competition. Before participating in the event, the individual must give the team leader the initiative and truthfully inform the physical condition of the person, etc., because the individual conceals the actual situation (history, physical condition, subject All other consequences arising from other valid contracts or agreement restrictions and other conditions are entirely borne by themselves, if the organizer has personally advanced the fees, the player shall return it in full.

5. During the competition, the player who is not the organizer's mistake is injured, the organizer does not bear any responsibility; the players in the field are not allowed to wear accessories and long nails when participating in the competition, so as not to hurt their own or other parties during the competition. If you do not obey the rules, cancel the qualification of the team where the team member is located.

6. If the team does not obey the referee's penalty and interrupts the game for more than five minutes or for any other reason to abandon the ongoing competition, then the team will be disqualified. The participating teams shall be deemed to have abstained from handling the competition according to the schedule announced by the organizer and being late for more than 15 minutes.

7. The organizer does not assume any responsibility for injuries and accidents caused by activities between participating players during the competition.

8. During the match, the player's fights and fights will be fully blamed by the two teams, and the plot will be sent to the local police station for resolution.

9. After the game is over, the referee and the team leader must sign the match record form and the result of the match will take effect immediately after the referee signs it. If the participating team has any objection to the competition, it may appeal to the organizing committee within two days from the competition day, and the final decision shall be made by the organizing committee.

10. If the participant wins the final prize, the participating players shall bear the risk of enjoying or using the relevant rewards at the same time; at the same time, the participating players shall bear the expenses due to the rewards they receive and the expenses incurred by the organizer. To ensure that the organizer does not bear any responsibility to the taxes on and agree that the organizer has the right to deduct the corresponding taxes or require the participating players to pay the



corresponding taxes before the award.

11. Once the participating players or participating teams enter the competition area, they will be deemed to have agree to authorize the event organizer and sponsoring partner to live broadcast or record, video and photograph the individual players or participating teams participating in the competition. Use the images, images, photos, other media or products in whole or in part to use the portraits, images, behaviours and speeches of the contestants and participating teams for reporting and promotion purposes.
12. The participating teams must wear the competition costumes provided by the organizer and sponsors to play the game.
13. The team must complete all the schedules, otherwise the organizer has the right to deduct the bonuses and deposit fees.
14. The final interpretation right of this competition belongs to Hoop Battle (Beijing) Sports Culture Communication Ltd.

