# 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 awared 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 |
| | Note: 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 |
| | Note: 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 |
| | Note: 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 |
| | Note: 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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