

Community 3x3 Rulebook



2024

Please note that this booklet is an introduction to the rules of 3x3 basketball based on FIBA 3x3 rules. It is not intended to replace the official 3x3 rule book. It is essential that every referee obtains a copy of the official FIBA 3x3 rule book and have a complete understanding of the rules.

Please refer to the relevant rules for the different competitions for variations to these rules. In particular, rules relating to timing regulations, time-outs.

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The Game

3x3 basketball is played with 1 hoop, by 2 teams of 3 players and 1 substitute each.

First team to score 21 points or more, before the end of regular playing time, wins.

If the score is tied, overtime shall be played. The first team to score 2 points in overtime wins the game.

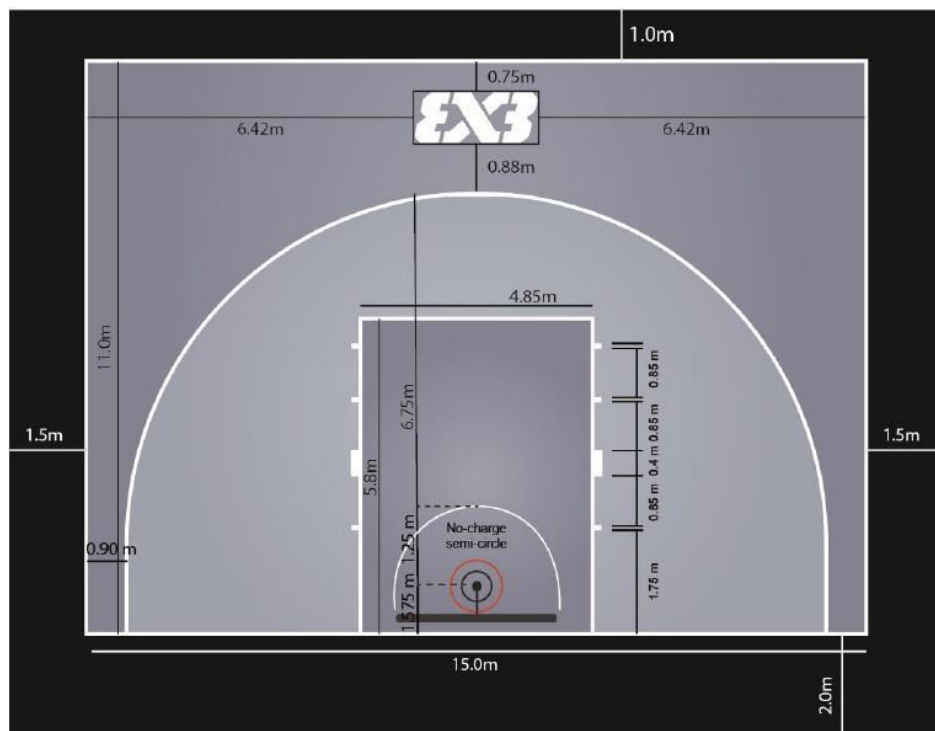
Court

3x3 is played on a 3x3 basketball court, with 1 hoop.

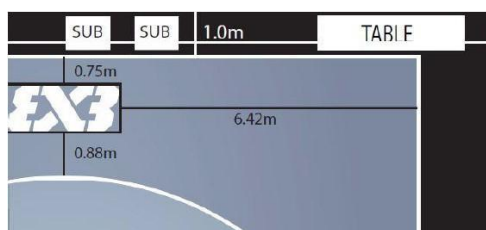
A regular 3x3 court playing surface is 15 metres wide x 11 metres in length.

A “no-charge semi-circle” area should be underneath the basket.

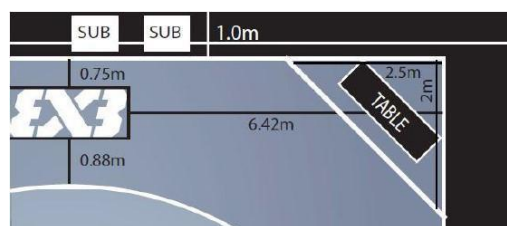
Half of a traditional basketball court may be used.



Playing Court



Substitution Chair & Scoretable



Substitution Chair & Scoretable (Limited Space)

Ball

The official 3x3 ball shall be used for games of all ages, both male and female.

The 3x3 ball is the same size as a size 6, but is the weight of a size 7.



Shot Clock



The game consists of a 12 second shot clock.

Where there is no shot clock present the referee must count the shot clock, and verbally count out loud the last 5 seconds.

Game Officials

The game officials shall consist of up to 2 referees.

They can decide who goes to Trail and who goes to Lead. They will stay in that position the entire game.

Up to 3 scoretable officials. (Scorer, scoreboard operator & shot clock operator)

Court supervisor (If any)

Uniforms

The uniform of all team members shall consist of:

Team's shirts/singlets must be the same colour.

Teams must have at least 2 sets of shirt/singlets, a light coloured set & a dark coloured set.

Shorts must be of the same colour but not necessarily the same colour as the shirt/singlet.

Each player must wear shirts or singlets with numbers on front and back.

Players on the same team must not wear the same number.

(Numbers are not compulsory for lower level games).

Teams

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

The game must start with 3 players of each team on the court.

Coaching

There is to be no coaching/interaction with any person outside the court.



Inappropriate interaction with people outside the court or any form of communication between players and coaches during the game may be considered as unsportsmanlike behaviour.

One warning shall be given to the team. Any such subsequent violation shall result in a technical foul.

The Court Supervisor of the competition may make the Referee aware of such infractions.

Beginning of the Game

Both teams will warm-up together before the game.

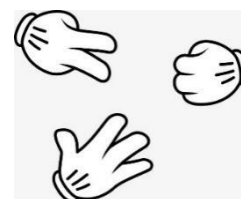
A coin toss or scissors, paper, rock shall determine which team gets first possession.

Tell the teams if they are heads or tails, don't let them choose. "Team A your HEADS, Team B your TAILS".

The team that wins the coin toss can either choose to benefit from the ball possession at the beginning of the game or at the beginning of the potential overtime.

Try and complete the coin toss as soon as possible. This does not mean the game needs to start.

Make sure your partner and the scoretable know who is starting with the ball.



Substitutions

- Non active players must remain seated. Do not start the game if they are standing.
- Substitutions can be made during any dead ball.
- There is no requirement for players to request the sub with officials.
- A substitution cannot be made during play or after any basket where play is not stopped.
- The penalty for an illegal substitution is a technical foul. No warning is required.



Time-outs

Each team is granted 1 team time-out. Any player or substitute can call the time-out in a dead ball situation.

All time-outs shall 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.

In case of TV production, the organiser may decide to apply 2 additional TV time-outs that shall be called at the first dead ball after the game clock shows 6.59 and 3.59 respectively in all games.

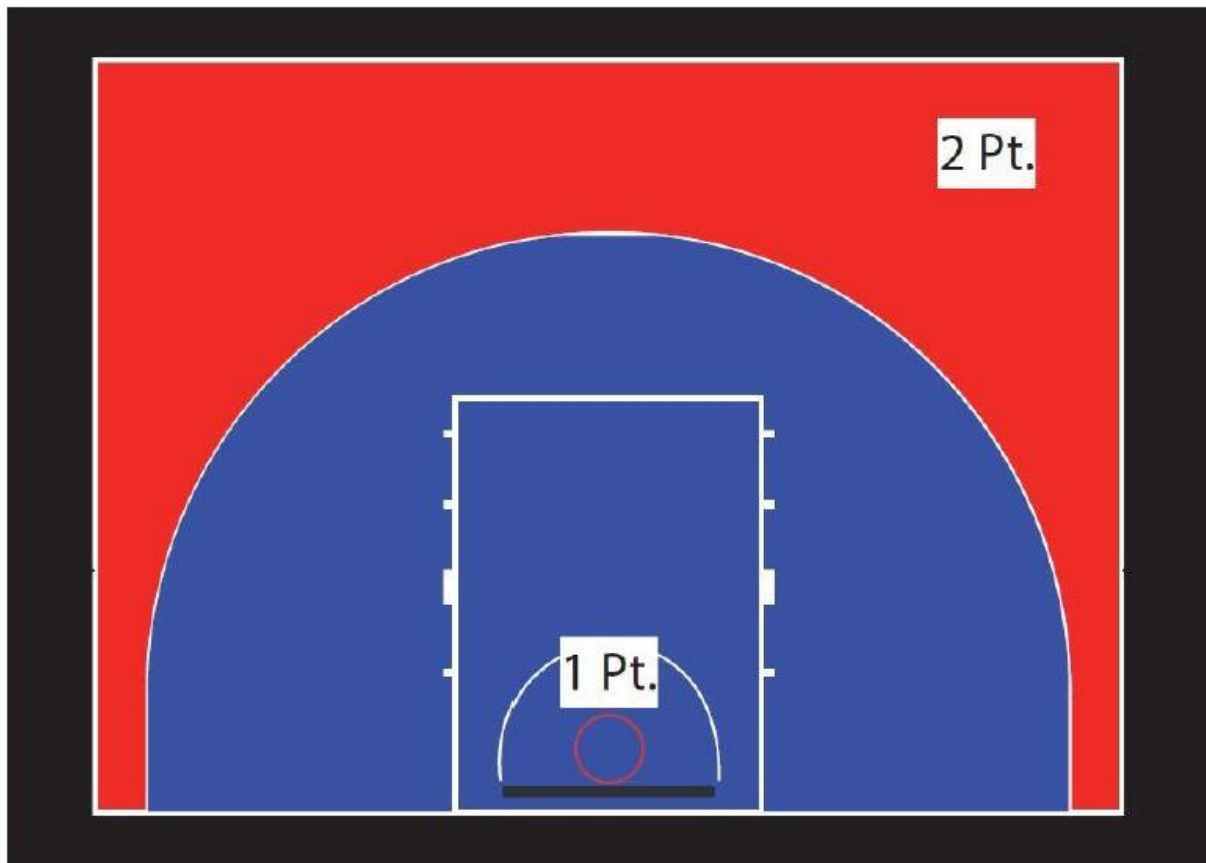
(Referees must remember how the game will be restarted)

Scoring

Every shot from inside the arc (1-point field goal area) shall be awarded 1 point.
(BLUE AREA)

Every shot from beyond the arc (2-point field goal area) shall be awarded 2 points.
(RED AREA)

Every successful free throw shall be awarded 1 point.



Timing Regulations

The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and during free throws.

In all instances, with the exception of free throws, the game clock shall be restarted after the checked ball has been completed.

Following free throws the clock shall be restarted by:

- A. Made – when the new offensive team touches the ball
- B. Missed – when touched by any player on the rebound

(Dead ball occurs whenever the referee blows their whistle eg. For fouls or violations)

How to Win

There are two ways to win a 3x3 game.

1. The first team to score 21 points or more wins the game regardless of time left on game clock. This rule applies to the regular playing time only (not to a potential overtime).
2. Whichever team is ahead on the scoreboard at the end of the regulation playing time wins the game.

If the score is tied at the end of regular playing time, overtime shall be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in overtime wins the game.

Check Ball – Re-starting the game

Offensive player must:

- Stand above the arc (2 point area) in the centre of the court.

Defensive player must:

- Give reasonable distance (1m approx).
- Bounce pass or straight pass to a normal catching position within reach.
- Wait for offence to have control of the ball.

If the defensive team “delays the game” by not checking the ball properly, the team shall be given a “*Game Delay Warning*”.

How the ball is played – Jump Ball

Situation applies during:

Held Ball

Game stopped with nobody in control of the ball.

The team that is (or was last) on defence gets the check ball

Note: Very important to know who last had control of the ball – particularly on shot.

How the ball is played – Clearing the ball

New Offensive Team Must:

- Clear the ball after a basket or turnover before taking a shot (don’t need to clear the ball on offensive rebound)
- The ball is cleared when the offensive team has one or both their feet outside (not touching the line) the 2pt area, and nothing touching the 1pt area

Referee Shall:

- Signal and shout “Not cleared” if team hasn’t cleared ball
- Issue a “Not cleared” violation if a player still proceeds to shoot
- Note: If a player is fouled in the act of shooting, the foul shall still count, but no free throws can be awarded
- If a player is fouled after releasing the ball on a shot for goal, a “Not cleared” violation takes precedence (unless US/DF)

Note: Referees must know which team had the last shot.

How the ball is played – After a successful basket

New Offensive Team Must:

- Dribble or pass the ball beyond the arc.
- Not delay getting the ball (encourage them to pick it up).
- Not travel, or go out of bounds as soon as they have control of ball after basket.

New Defensive Team Must:

- Not play at the ball after basket.
- Not actively defend inside no charge semi-circle. If defence is played within the no charge semi-circle, a warning will be issued for “Game Delay”.
- Not impede the new offensive team from getting the ball.

I.e. – 8.10 Team A received a game delay warning for not passing the ball properly. 4.52 Team A playing defence in the No charge semi-circle after a made basket. THIS IS A TECHNICAL FOUL.

If ball goes out of bounds following basket – check ball

Out of Bounds

Referees:

- Whistle for any out of bounds showing the official FIBA “*stop the clock*” signal.
- If the ball is to be given to the offense, point in the direction towards the baseline and with a verbal indication, example “*White ball*”.
- If the ball is to be given to the defence, point in the direction towards the end line opposite the basket and with a verbal indication, example “*Blue ball*”

Scoretable officials:

- Do not reset the shot clock if the ball possession goes to the same team.



- Reset the shot clock if the ball possession goes to the opposing team.

Referees:

- Check the time remaining on the shot clock before the check ball.

Stalling

Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The shot 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).

It is a violation, if:

After the ball has been cleared an offensive player dribbles, holds the ball inside the arc with their back to the basket or combination of both for more than 3 seconds or

B. Holds the ball for more than 5 seconds whilst defence is actively guarding (within 1 metre).

Note: If the court is not equipped with a shot clock and the team is not sufficiently trying to attack the basket, the referee shall give the offensive team a warning by counting the last 5 seconds.

Fouls Penalties

Team Fouls	Penalty
Fouls 1-6 Not in the act of shooting	Check Ball
Fouls 1-6 In the act of shooting	1 Shot (inside the arc) 2 Shots (outside the arc)
Fouls 1-6 After a successful basket	1 Shot
Fouls 7-9 Not in the act of shooting	2 Shots
Fouls 7-9 In the act of shooting	2 Shots (inside or outside the arc)
Fouls 7-9 After a successful basket	2 Shots
Fouls 10 +	2 Shots and possession (no line up required)

- No shots for offensive fouls.
- Restart the game with a check ball.
- There is no personal foul tally for players.

Note: Keep teams updated with the number of team fouls.

Summary of Unsportsmanlike Foul (UF) Penalties:

Player UF	Team Foul 1-6	Team Foul 7-9	Team Foul 10 +
1 st UF	2 free throws	2 free throws	2 free throws + possession
2 nd UF	2 free throws + possession	2 free throws + possession	2 free throws + possession

Disqualifying foul shall be penalised with 2 free throws + possession.

Unsportsmanlike & Disqualifying Fouls shall account for 2 team fouls.

Summary of Technical Foul Penalties:

TF Defensive Player	TF Offensive Player	NO Team in Ball Possession
1 free throw	1 free throw	1 free throw
Ball for offensive team	Ball for offensive team	Ball for last defensive team
Shot clock reset to 12 seconds	No reset of shot clock	Shot clock reset to 12 seconds

Officials Signals

While reporting to the scorer's table it is strongly recommended to verbally the communication.

After a foul, the player number shall not be reported to the scorer's table unless it is unsportsmanlike or disqualifying foul.



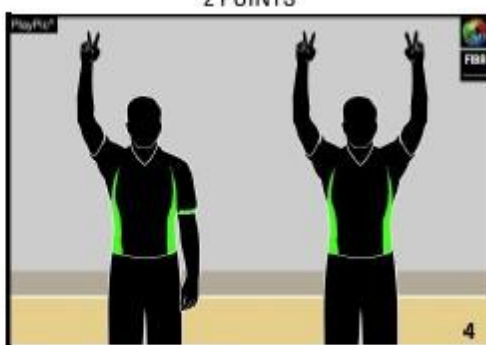
Scoring

1 POINT



1 finger, 'flag' from wrist

2 POINTS



2 fingers
1 arm for an attempt, 2 arms if successful

Time-out

CHARGED TIME-OUT



Form T,
show index finger

3x3-SPECIFIC:
TV TIME-OUT



Clenched right fist with
clenched left fist rotating
vertically

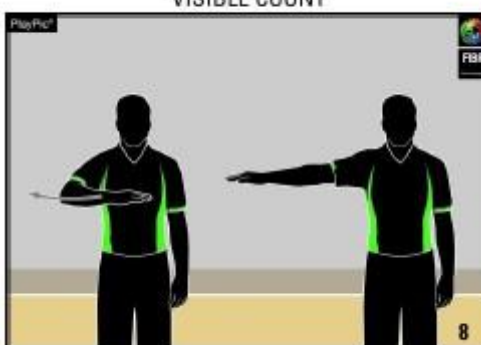
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



Thumb up

SHOT CLOCK RESET



Rotate hand,
extend index finger

OUT-OF-BOUNDS



Point arm in parallel to
sidelines

HELD BALL/JUMP BALL SITUATION



Thumbs up

Violations

TRAVELLING



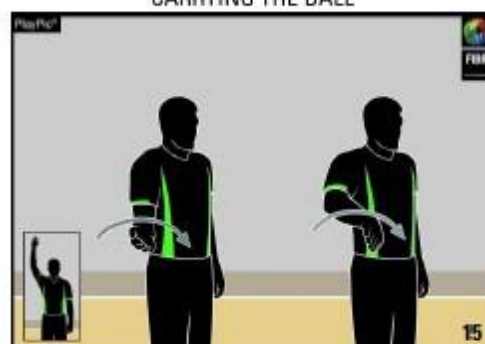
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



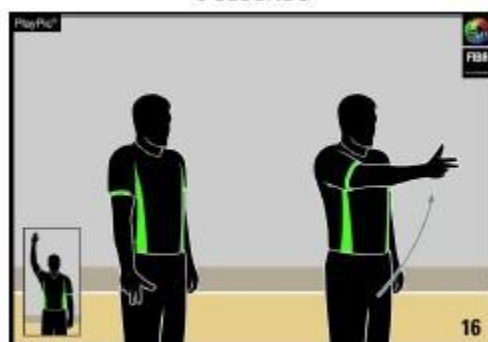
Patting motion with
palm

ILLEGAL DRIBBLE: CARRYING THE BALL



Half rotation with palm

3 SECONDS



Arm extended,
show 3 fingers

5 SECONDS



Show 5 fingers

12 SECONDS



Fingers touch shoulder

DELIBERATE KICK OR
BLOCK OF THE BALL



Point to the foot

3x3-SPECIFIC:
BALL NOT CLEARED



Waive upheld hand showing 2
fingers left to right

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by
indication of the number of free throws

FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by
pointing to the floor

Special Fouls

DOUBLE FOUL



Wave clenched fists
on both hands

TECHNICAL FOUL



Form T, showing palms

UNSPORTSMANLIKE
FOUL



Grasp wrist upward

DISQUALIFYING FOUL



Clenched fists
on both hands

FAKE A FOUL



3x3-SPECIFIC: CHALLENGE



Form a C with thumb and index
finger

Foul Penalty Administration – Reporting to Table

AFTER FOUL WITHOUT FREE THROW(S)



Point in direction of
play, arm parallel to
sidelines

AFTER FOUL BY TEAM IN CONTROL OF THE BALL



Clenched fist in
direction of play, arm
parallel to sidelines

1 FREE THROW



Hold up 1 finger

2 FREE THROWS



Hold up 2 fingers

Administrating Free Throws

1 FREE THROW



Index finger

2 FREE THROWS



Fingers together
on both hands

The Scoresheet

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
FIBA 3X3 SCORESHEET

3X3

Team A		Team B	
Competition _____		Date _____	
Category _____		Referee #1 _____	
Game No. _____		Referee #2 _____	
Time _____		Court _____	

Team A		Running score																
Time out <input type="checkbox"/>	Team fouls										A		B		A		B	
	<div style="display: flex; justify-content: space-around;"> 123456 </div> <div style="display: flex; justify-content: space-around;"> 789 </div> <div style="display: flex; justify-content: space-around;"> 10+ </div>																	
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										12								

Team B																		
Time out <input type="checkbox"/>	Team fouls																	
	<div style="display: flex; justify-content: space-around;"> 123456 </div> <div style="display: flex; justify-content: space-around;"> 789 </div> <div style="display: flex; justify-content: space-around;"> 10+ </div>																	

Players		No.		Unsportsmanlike			

Score		(after Regular time)		A		B	
Timer		(after Overtime)		A		B	
Referee's Signature: _____							
Game protest requested: <input type="checkbox"/> Yes							
Team's Name: _____							
(Player's signature) _____							

FIBA 3x3 Scoresheet

Recording Time-Outs

- Time-outs granted shall be recorded on the scoresheet by entering "X" in the appropriate box below the team's name.

Recording Fouls

- Whenever a team commits a contact, technical, unsportsmanlike or disqualifying foul, the scorer shall enter a foul against that team by marking an "X" in the designated spaces. In case of an unsportsmanlike or disqualifying foul, the scorer shall skip the next team foul and mark next-but-one number with an 'X' and a circle.
- Unsportsmanlike or disqualifying fouls shall be recorded next to the players name in the designated Unsportsmanlike foul column, as follows:
- Unsportsmanlike foul to be entered with a "U".

- Disqualifying foul to be entered with a “D”.


The Running score & End of Game

The Running Score

The scorer shall:

- For any valid 1-point field goal, draw a diagonal line / over the new score and enter the number of the player who scored in the blank space adjacent
- For any valid 2 point field goal, circle the new score and enter the number of the player who scored in the blank space adjacent
- For any valid free throw scored, draw a filled circle over the new score and enter the number of the player who scored in the blank space adjacent

After the scoresheet is completed the Referees shall check and sign the scoresheet.

FEDERATION INTERNATIONALE DE BASKETBALL INTERNATIONAL BASKETBALL FEDERATION FIBA 3X3 SCORESHEET																																																																																																																																		
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FIBA 3x3 Scoresheet (Completed)

NOTES:

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