



## 3x3 Rules of the Game

The official 3x3  Team roster  4 players 3 + 1 substitute  Note: game m Competitions  Referee(s)  1 or 2  Time-Outs  1 per team and dead ball, 30 si Initial possession  Coin flip  Note: the team leaves it, in ord scoring  1 point and 2 p Anote: if a gam death score is limit in line with points; 21 minut points; 21 minut  Overtime  Shot clock  Free throw(s) following a shooting foul Free throws Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal following a dead ballfollowing a defensive rebound or steal  Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal  Ball to be dribb Defensive team Competitions  1 por team fouls 2 1 per team and dead ball check ball excellence  Note: if a gam death score is limit in line with points; 21 minut points; 21	urt playing surface is 15m (width) x 11m (length) call shall be used in all categories  st start with 3 (three) players in FIBA 3x3 Official
Team roster  4 players 3 + 1 substitute  Note: game in Competitions  Referee(s)  1 or 2  Time/Score keeper(s)  Up to 2  Time-outs  1 per team and dead ball, 30 s  Initial possession  Coin flip  Note: the team leaves it, in ord  Scoring  1 point and 2 p  1 x 10 minutes  Score limit: 21  Note: if a gam death score is limit in line with points; 21 minut  Overtime  First team to so  Shot clock  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Interest the team of the team fouls of the team	· · ·
Referee(s) Time/Score keeper(s) Time-outs Initial possession  Coin flip Note: the team leaves it, in ord Scoring I point and 2 p Game duration & Score limit  Note: if a gam death score is limit in line with points; 21 minu Overtime Shot clock  Free throw(s) following a shooting foul Free throws, i Foul limit per team Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal  I or 2 I per team and dead ball Leaves it, in ord I point and 2 p I point and 2 p I x 10 minutes Score limit: 21 Note: if a gam death score is limit in line with points; 21 minutes I ree throw in the seconds I ree throw I free throw I free throw I free throws I free throw I free	st start with 3 (three) players in FIBA 3x3 Official
Referee(s) Time/Score keeper(s) Time-outs 1 per team and dead ball, 30 s Initial possession Coin flip Note: the team leaves it, in ord Scoring 1 point and 2 p Game duration & Score limit 1 x 10 minutes Score limit: 21 Note: if a gam death score is limit in line with points; 21 minutes Score Shot clock Pree throw(s) following a shooting foul Free throw(s) following a shooting foul Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal Pefense posse Right undernea Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal Ball to be dribb	st start with 3 (three) players in FIBA 3x3 Official
Referee(s)  Time/Score keeper(s)  Time-outs  I per team and dead ball, 30 s Initial possession  Coin flip  Note: the team leaves it, in ord  Scoring  I point and 2 p Game duration & Score limit  Note: if a gam death score is limit in line with points; 21 minu.  Overtime  First team to so Shot clock  Free throw(s) following a shooting foul  Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more  Possession following a successful goal  Possession following a successful goal  Mote: if a shood down the 5 last  Free throws + Possession following a successful goal  Mote: if a shood down the 5 last  Free throws -  I free throw	st start with 3 (three) players in FIBA 3x3 Official
Referee(s)  Time/Score keeper(s)  Time-outs  I per team and dead ball, 30 s Initial possession  Coin flip  Note: the team leaves it, in ord  Scoring  I point and 2 p Game duration & Score limit  Note: if a gam death score is limit in line with points; 21 minu.  Overtime  First team to so Shot clock  Free throw(s) following a shooting foul  Free throws, if a shoot down the 5 last  Free throws, if a shoot down the 5 last  Free throws, if a shoot down the 5 last  Free throws and 9 Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more  Possession following a successful goal  I per team and dead ball  Check ball excitations  Coin flip  Note: the team death score is limit in line with points; 21 minu.  I free throw 2 free throws 2 free throws 2 free throws 4  Defense posse Right undernea Ball to be dribb Defensive team circle" area und circle area und circl	
Referee(s) Time/Score keeper(s) Up to 2 Time-outs 1 per team and dead ball, 30 st Coin flip  Note: the team leaves it, in ord  Scoring 1 point and 2 p Game duration & Score limit 1 x 10 minutes Score limit: 21  Note: if a game death score is limit in line with points; 21 minut  Overtime First team to so Shot clock 12 seconds  Note: if a shot down the 5 last  Free throw(s) following a shooting foul 1 free throw 2 free throws, if Foul limit per team Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal following a dead ballfollowing a defensive rebound or steal Ball to be dribb Defensive team circle" area und	
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Time-outs  I per team and dead ball, 30 st Coin flip  Note: the team leaves it, in ord  Scoring  I point and 2 p  Game duration & Score limit  I x 10 minutes. Score limit: 21  Note: if a gam death score is. limit in line with points; 21 minutes. Score limit: 21  Note: if a short down the 5 last.  Free throw(s) following a shooting foul  Free throws: I free throw 2 free throws, if 6 team fouls  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  I free throws + Possession following a successful goal  Defense posse Right underness Ball to be dribb Defensive team circle" area und circle area	
dead ball, 30 significant	2 TV-time outs, if any, at first dead ball after 6:59 and 3:59
Initial possession  Coin flip  Note: the tean leaves it, in ord  Scoring  1 point and 2 p  1 x 10 minutes  Score limit: 21  Note: if a gam death score is limit in line with points; 21 minutes  Shot clock  Free throw(s) following a shooting foul  Free throw(s) following a shooting foul  The throw 2 free throws, if 6 team fouls  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  The throw 2 free throws + Possession following a successful goal  The throw 2 free throws holds a successful goal  The throw 2 free throws holds a successful goal  The throw 3 free throw 4 free throw 4 free throw 5 holds a successful goal  The throw 4 free throw 6 free throw 7 free throw 7 free throw 8 holds a successful goal  The throw 6 free throw 8 holds a free throw 8 holds a free throw 8 holds a free throw 9 free t	
Scoring  1 point and 2 p  Game duration & Score limit  1 x 10 minutes. Score limit: 21  Note: if a game death score is limit in line with points; 21 minutes. Shot clock  Free throw(s) following a shooting foul  Free throw(s) following a shooting foul  1 free throw 2 free throws. Foul limit per team  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Penalty for team fouls 10 and more  Possession following a successful goal  In the throw 2 free throws 4  In the throw 4  In the throw 5 last 6  In the throw 6  In the throw 6  In the throw 6  In the throw 7  In the throw 9  I	
leaves it, in ord   Scoring	
Scoring Game duration & Score limit  1 x 10 minutes Score limit: 21  Note: if a gam death score is limit in line with points; 21 minutes Shot clock  First team to so 12 seconds  Note: if a shot down the 5 last  Free throw(s) following a shooting foul  Foul limit per team Foul limit per team Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal  Fense throws Penalty for team fouls 10 and more  Possession following a successful goal  Check ball exc following a dead ball Check ball exc following a defensive rebound or steal  Ball to be dribb Ball to be dribb	that wins the coin flip decides whether it takes the ball or
Game duration & Score limit  1 x 10 minutes Score limit: 21  Note: if a gam death score is limit in line with points; 21 minutes Shot clock  First team to so 12 seconds  Note: if a show down the 5 lass  Free throw(s) following a shooting foul  1 free throw 2 free throws, if 6 team fouls Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal  Possession following a successful goal  Indicate the second of the	r to get it in a potential overtime
Game duration & Score limit  1 x 10 minutes Score limit: 21  Note: if a gam death score is limit in line with points; 21 minutes Shot clock  First team to so 12 seconds  Note: if a show down the 5 lass  Free throw(s) following a shooting foul  1 free throw 2 free throws, if 6 team fouls Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal  Possession following a successful goal  Indicate the second of the	ints, if scored behind the arc
Note: if a game death score is limit in line with points; 21 minu.  Overtime  Shot clock  First team to so down the 5 last down the 5 last down the 5 last down the 5 last free throws, i  Foul limit per team  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Possession following a successful goal  I free throws throws throws the possess of the posse	
death score is limit in line with points; 21 minute.  Overtime  Shot clock  First team to so the seconds  Note: if a show down the 5 last down the 5 last.  Free throw(s) following a shooting foul  1 free throw 2 free throws, if 6 team fouls  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Defense posses Right undernea Ball to be dribb Defensive team circle" area und circle area un	oints. Applies to regular playing time only
death score is limit in line with points; 21 minute.  Overtime  Shot clock  First team to so the seconds  Note: if a show down the 5 last down the 5 last.  Free throw(s) following a shooting foul  1 free throw 2 free throws, if 6 team fouls  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Defense posses Right undernea Ball to be dribb Defensive team circle" area und circle area un	
limit in line with points; 21 minus   Overtime	<u>clock is not available</u> , running time length and sudden
Points; 21 minutes of the seconds  Note: if a show down the 5 last down the 5 last down the 5 last free throws, if 6 team fouls  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Penalty for team fouls 10 and more  Possession following a successful goal  Defense posse Right undernea Ball to be dribb Defensive team circle" area und circle area und circ	t organizer's discretion. FIBA recommends setting score
Overtime Shot clock    Prescription   First team to so the seconds	the game duration (10 minutes/10 points; 15 minutes/15
Shot clock  Note: if a shot down the 5 last do	es/21 points)
Free throw(s) following a shooting foul  1 free throw 2 free throws, i Foul limit per team 6 team fouls Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more 2 free throws + Possession following a successful goal Defense posse Right undernea Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal Ball to be dribb	re two (2) points wins the game
Free throw(s) following a shooting foul  1 free throw 2 free throws, i 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 + Possession following a successful goal Defense posse Right undernea Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal Ball to be dribb	ite two (2) points with the game
Free throw(s) following a shooting foul  1 free throw 2 free throws, i 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 + Possession following a successful goal Defense posse Right undernea Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal Ball to be dribb	ne two (2) points wins the game
Free throw(s) following a shooting foul  1 free throw 2 free throws, i 6 team fouls Penalty for team fouls 7, 8 and 9  2 free throws Penalty for team fouls 10 and more Possession following a successful goal  Defense posse Right undernea Ball to be dribb Defensive team circle" area und following a defensive rebound or steal  1 free throw 2 free throws Defense posse Right undernea Ball to be dribb Defensive team circle area und Ball to be dribb	-
2 free throws, i  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 +  Possession following a successful goal Defense posse Right undernea Ball to be dribb Defensive team circle" area und circle area und	lock device is not available, referee to warn and count
2 free throws, i  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 +  Possession following a successful goal Defense posse Right undernea Ball to be dribb Defensive team circle" area und circle area und	lock device is not available, referee to warn and count
Foul limit per team  Penalty for team fouls 7, 8 and 9  Penalty for team fouls 10 and more  Possession following a successful goal  Defense posse Right undernea Ball to be dribb Defensive team circle" area undfollowing a defensive rebound or steal  Bell to be dribb Ball to be dribb	lock device is not available, referee to warn and count
Penalty for team fouls 10 and more  2 free throws + Possession following a successful goal  Defense posse Right undernea Ball to be dribb Defensive team circle" area undfollowing a dead ball  Check ball excfollowing a defensive rebound or steal  Ball to be dribb	lock device is not available, referee to warn and count
Possession following a successful goal  Defense posses Right undernea Ball to be dribb Defensive team circle" area undfollowing a dead ball following a defensive rebound or steal  Defense posses Right undernea Ball to be dribb Defensive team circle area und Ball to be dribb	lock device is not available, referee to warn and count seconds
Right undernea Ball to be dribb Defensive team circle" area undfollowing a dead ball Check ball exclfollowing a defensive rebound or steal Ball to be dribb	lock device is not available, referee to warn and count seconds
Ball to be dribb Defensive tean circle" area undfollowing a dead ball Check ball excfollowing a defensive rebound or steal Ball to be dribb	lock device is not available, referee to warn and count seconds foul committed behind the arc
Defensive team circle" area undfollowing a dead ballfollowing a defensive rebound or steal Ball to be dribb	lock device is not available, referee to warn and count seconds foul committed behind the arc pall possesion
following a dead ball Check ball excfollowing a defensive rebound or steal Ball to be dribb	lock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion h the hoop
following a dead ball Check ball exc following a defensive rebound or steal Ball to be dribb	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion h the hoop ed or passed to a player behind the arc
following a defensive rebound or steal Ball to be dribb	lock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion h the hoop ed or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi-
following a defensive rebound or steal Ball to be dribb	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion h the hoop ed or passed to a player behind the arc
following a jumphall cituation Defense passe	lock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion h the hoop ed or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi-
following a jumpball situation Defense posse	lock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion In the hoop and or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi- erneath the basket
Substitutions In dead ball site	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion In the hoop ad or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi- erneath the basket ange behind the arc (at the top) ad/passed behind the arc sion
	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion In the hoop ad or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi- erneath the basket ange behind the arc (at the top) ad/passed behind the arc
	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion  sion  In the hoop  ad or passed to a player behind the arc  not allowed to play for the ball inside the "no-charge semi- erneath the basket  ange behind the arc (at the top)  ad/passed behind the arc  sion  ations, prior to the check ball  an enter the game after his teammate steps off the court
	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion In the hoop and or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi- erneath the basket lange behind the arc (at the top) ad/passed behind the arc sion ations, prior to the check ball an enter the game after his teammate steps off the court a physical contact with him behind the end line opposite
officials	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion  sion  In the hoop  ad or passed to a player behind the arc  not allowed to play for the ball inside the "no-charge semi- erneath the basket  ange behind the arc (at the top)  ad/passed behind the arc  sion  ations, prior to the check ball  an enter the game after his teammate steps off the court
and establishes	dock device is not available, referee to warn and count seconds  foul committed behind the arc  pall possesion sion In the hoop ad or passed to a player behind the arc not allowed to play for the ball inside the "no-charge semi- erneath the basket lange behind the arc (at the top) ad/passed behind the arc sion ations, prior to the check ball

## 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