

BASKETBALL 3X3 (MEN'S)

1. RULES

The competition will be held in accordance with the rules of the International Basketball Federation (FIBA).

2. EVENT

Men's team.

3. TECHNICAL ORGANIZATION

The technical committee of the 24th IMT- GT Varsity Carnival will be responsible to the technical organization of the competition. The decision of this committee in all matters regarding the tournament shall be final.

4. LAW OF THE GAME

The competition shall be conducted in accordance with the current rules of the games as approved by the International Basketball Federation (FIBA).

5. COURT AND BALL

5.1 The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15 m (width) x 11 m (length). The court shall have a regular basketball playing court-sized zone, including a free throw line (5.80 m), a 2-point line (6.75 m), and a "no-charge semi-circle" area underneath the basket. Half of a traditional basketball court may be used.

5.2 The official 3x3 ball shall be used in all categories.

6. TEAMS

6.1 Each team shall register a maximum of 5 players. Before the games, only 4 players are entitled to play. (3 players on the court and 1 substitute).

6.2 A substitute becomes a player after his teammate steps off the court.

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

7. GAME OFFICIALS

The game officials shall consist of 2 referees and 3 table officials.

8. BEGINNING OF THE GAME

8.1 Both teams shall warm up simultaneously before the game.

8.2 A coin flip shall determine which team gets the first possession. The team The winner of the coin flip can choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

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

9. SCORING

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

9.2 Every shot from behind the arc (2- point field goal area) shall be awarded 2 points. Every successful free throw shall be awarded 1 point.

10. PLAYING TIME/WINNER O F A GAME

10.1 The regular playing time shall be 1 period of 1 0 minutes. The game clock shall be stopped during dead-ball situations and free throws. The game clock shall be restarted after the exchange of the ball is completed (as soon as the ball is in the offensive team's hands).

10.2 However, the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This "sudden death" rule applies to the regular playing time only (not to a potential overtime).

10.3 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 overtime starts. The first team to score 2 points in overtime wins the game.

10.4 A team shall lose the game by forfeit if at the scheduled starting time of the game 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).

10.5 A team shall lose the game 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 may choose to keep its score as it stands or to have the game forfeited, whilst the defaulting team's score is set to 0 in any case.

10.6 A team losing by default or a tortuous forfeit shall be disqualified from the competition.

Notes:

1. 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).

11. FOULS/FREE THROWS

11.1 A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls.

11.2 If a shot for a field goal is not successful, fouls during the act of shooting from inside the arc shall be penalized with 1 free throw, whilst fouls during the act of shooting from behind the arc shall be penalized with 2 free throws.

11.3 If a shot for a field goal is successful, the goal shall count and the shooter shall be awarded 1 additional free throw.

11.4 Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team foul purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall always be penalized with 2 free throws and ball possession.

11.5 Team fouls shall always be penalized with 2 free throws. Team foul and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This clause is also applied to unsportsmanlike fouls and to fouls during the act of shooting and overrules Art. 11.2, 11.3 and 11.4.

11.6 All technical fouls shall be always penalized with 1 free throw. After 1 free throw, the game shall be resumed as follows:

- If a defensive player committed the technical foul, the shot clock for the opponents shall be reset to 12 seconds.

- If the offensive team committed the technical foul, the shot clock for that team shall continue from the time it was stopped.

Note: An offensive foul shall not be penalized with free throws.

12. HOW THE BALL IS PLAYED

12.1 Following each successful field goal or last free throw (except those followed by ball possession):

- A player from a non-scoring team shall 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.

12.2 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).

12.3 If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling)

12.4 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.

12.5 A player is considered to be “behind the arc” when neither of his feet is inside or on the arc line.

12.6 In the event of a jump ball situation, the ball shall be awarded to the defensive team.

13. STALLING

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

13.2 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).

13.3 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 5 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 the offensive team a warning by counting the last 5 seconds.

14.

SUBSTITUTIONS

14.1 Any team is allowed for a substitution when the ball becomes dead and 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. The substitutions can only take place behind the end line opposite the basket and the substitutions require no action from the referees or table officials.

15. TIMES- OUT

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

15.2 In case of TV production, the organizer 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.

15.3 All time-outs shall have a length of 30 seconds.

Note: The time-outs and substitutions can only be called in dead-ball situations and cannot be called when the ball is live (Art. 12.1).

16. PROTEST PROCEDURE

In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:

16.1 A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.

16.2 Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of 200 USD to the Sports Supervisor. If the protest is accepted, the security deposit is refunded.

17. STANDING OF THE TEAMS

For both in-pool and overall competition standings (excluding tour standings), the following classification rules shall apply.

If teams that have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order:

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison).
2. Head-to-head comparison (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 3 steps, it will be decided by a coin toss

Tournament standing	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-32	33+
Tour points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9	3	1

18. DISQUALIFICATION

Any player committing 2 unsportsmanlike fouls (not applicable to technical fouls) shall be disqualified from the game and may be further disqualified from the event by the organizer. Independent thereof, the organizer shall 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 (Book 1, Chapter II of the FIBA Internal Regulations). The organizer may also disqualify the entire team from the event depending on that team's other members' contribution (also through non-action) to the aforementioned behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of play.fiba3x3.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Art. 19