

3x3 Official Rules of the Game – Official Interpretations

May 2017

The Official FIBA Basketball Rules of the Game and Official Interpretations are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game herein.

The aim of this document is to convert the principles and concepts of the rulebook into practical and specific situations as they might arise during a normal 3x3 game.

The referee shall have the full power and authority to make decisions on any point not specifically covered in the 3x3 Official Rules of the Game or in the following 3x3 Official Interpretations.

Art. 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 point 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

Art. 2 Teams

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

Note: No coach on the playground, no remote coaching from the bleacher is allowed

Example 2-1: During the game, one person, acting as a coach, gives instructions to the players, whilst seated out of the court. This situation happens:

- (a) During playing time.
- (b) During a time-out.

Interpretation 2-1: In both cases, players may not interact with anybody else outside the court. Inappropriate interaction with people outside the court or any form of communication between players and coaches during the game may get evaluated as unsportsmanlike behaviour. **One warning shall be given to the team. Any such subsequent violation shall result in a technical foul.**

Art. 3 Game Officials

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

Example 3-1: 3 minutes after the beginning of the game, 1 referee appears to be injured and cannot continue to officiate.

Interpretation 3-1: If an official is injured or for any other reason cannot continue to perform his duties within 5 minutes of the incident, the game shall be resumed. The remaining referee will officiate alone for the remainder of the game, unless there is the possibility of replacing the injured referee with a qualified substitute referee. After consulting with the organizer, the remaining referee will decide upon the possible replacement.

Art. 4 Beginning of the Game

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. 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.

4.3. The game must start with three players on the court.

Note: articles 4.3 and 6.4 apply to FIBA 3x3 Official Competitions only (not mandatory for grassroots events).*

** FIBA Official Competitions are Olympic Tournaments, 3x3 World Championships (incl. U18), Zone Championships (incl. U18), the 3x3 World Tour and 3x3 All Stars*

Example 4-1: After the regular playing time, the score is Team A 15 – Team B 15. Team A was entitled to the ball at the beginning of the game. During the interval prior to the overtime, B3 disrespectfully addresses the referees and is charged with a technical foul.

Interpretation 4-1: The overtime will start with 1 free throw and ball possession for Team A. Team B will lose the right for the ball at the beginning of the overtime.

Example 4-2: Team B is entitled to the check ball under the coin flip procedure. An official makes an error and the ball is erroneously awarded to Team A. The error is discovered

- a. before the ball is in the hands of a player of Team A player for the beginning of the game (and the game clock shows 10:00).

Interpretation 4-2.1: The game has not started yet. The ball must be awarded to Team B as per the coin flip procedure.

- b. after the game has already started (and the game clock shows 09:59 or less).

Interpretation 4-2.2: The game has already started and the error cannot be corrected. Team B shall be entitled to the check ball in the potential overtime.

Example 4-3: In a FIBA 3x3 Official Competition, when the game is scheduled to begin, Team B has fewer than 3 players on the playing court ready to play.

Interpretation 4-3: The beginning of the game shall be delayed for a maximum of 5 minutes (in FIBA 3x3 Official Competitions, the Sports Director can modify this time at his/her discretion). If the absent players arrive on the playing court ready to play before 5 minutes have passed, the game shall begin **immediately**. If the absent players have not arrived on the playing court ready to play before 5 minutes have passed, the game

shall be forfeited to Team A.

Example 4-4: In a FIBA 3x3 Official Competition, Team A is present with less than 3 players on the court because of injuries, disqualifications etc. This happens:

- a. Prior to the start of the game.
- b. After the game has already started.

Interpretation 4-4: The obligation to be present with a minimum of 3 players is valid only for the beginning of the game. In case (a), the game shall not start, whilst in case (b), Team A shall continue to play with fewer than 3 players. **After the start of the game a team must always be present with at least 1 player on the court.**

Example 4-5: During the game, A1 leaves the game due to an injury. Team A can continue the game with only 2 remaining players, as they have no more substitutes available. As Team A is playing with 2 players, Team B decides for any reason to also play with 2 players, whilst 1 player remains seated on the substitution chair.

Interpretation 4-5: The decision of Team B to play with 2 players shall be permitted. Even if Team B has 3 players available, at least one of them must be on the playing court.

Example 4-6: Before the beginning of the game, B3 disrespectfully addresses the referees and is charged with a technical foul.

Interpretation 4-6: 1 free throw for Team A. The game will start according to the coin flip procedure. A technical foul before the start of the game shall always result in 1 free throw for the opposing team.

Art. 5 Scoring

5.1. Every shot inside the arc shall be awarded one 1 point.

5.2. Every shot behind the arc shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point.

Example 5-1: A3 releases the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by

- a. an offensive player
- b. a defensive player

who is within the 1-point field goal area. The ball then continues its flight and enters the basket.

Interpretation 5-1: The value of a field goal is defined by the place on the floor from where the shot was released. A field goal released from the 1-point field goal area counts 1 point, a field goal released from the 2-point field goal area counts 2 points. In both cases team A shall be awarded 2 points as A3's shot was released from the 2-point field goal area.

Art. 6 Playing time/Winner of a Game

6.1. 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).

6.2. 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).

6.3. 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.

6.4. 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).

6.5. 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.

6.6. 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).

Example 6-1: With the score Team A 20 – Team B 20, A2 scores a lay-up worth 1 point. This happens

- a. with 2 min remaining in the game clock.

Interpretation 6-1.1: Team A is the winner of the game. The final score will be Team A 21 – Team B 20.

- b. during the extra-period.

Interpretation 6-1.2: The game shall continue. The first team to score 2 points in the overtime wins the game.

Example 6-2: A2 is fouled during an act of shooting from behind the arc. The shot is successful. This happens

- a. with 1 min to the end of the game with the score Team A 20 – Team B 20.

Interpretation 6-2.1: Team A is the winner of the game. The final score will be Team A 22 – Team B 20. 22 is the maximum possible score in a game after regular playing time. Free-throw(s) and potential possession of the ball for the foul shall be disregarded.

- b. during the overtime with the score Team A 21 – Team B 21.

Interpretation 6-2.2: Team A is the winner of the game. The final score will be Team A 23 – Team B 21, and this is the maximum possible score in a game after overtime. Free-throw(s) and potential possession of the ball for the foul shall be disregarded.

Example 6-3: With the score Team A 15 – Team B 15, B4 is fouled during an act of shooting from behind the arc, just before the game clock signal sounds for the end of regular playing time. This is Team A's 10th team foul in the game. The shot is successful.

Interpretation 6-3: B4's successful field goal is valid. B4 shall attempt the 2 free throws as a result of the foul, as Team B didn't reach 21 points. Team B is the winner of the game and the number of free throws scored by B4 shall determine the final score. Team B shall lose the possession of the ball, as the playing time is expired.

Art. 7 Fouls/Free throws

7.1. 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.

7.2. 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.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. 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.

7.5. 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 live 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 player
- defensive players clearly loses 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.

Example 7-1: Player A3 gets called for a disqualifying foul.

Interpretation 7-1: Disqualifying fouls shall be awarded with 2 free throws and ball possession. A3 shall be disqualified from the game by the referees, must leave the court immediately and may be disqualified from the event by the organizer (Art. 15).

Example 7-2: With 3:05 in the game clock, both teams have committed 7 fouls. A4 is dribbling the ball outside the arc. A5 and B5 are fighting for position close to the basket. The referee calls a foul

- a. against A5 (offensive foul).

Interpretation 7-2.1: Check ball for Team B. No free throws are awarded after an offensive foul. An offensive foul is a personal foul committed by a player of the team in control of the live ball or entitled to the ball.

- b. against B5.

Interpretation 7-2.2: 2 free throws shall be awarded to A5 since Team A is in the bonus.

Example 7-3: B1 is dribbling the ball. A1 deflects the ball and both players start running to first reach the ball. In order to get an advantage, B1 pushes A1 and the referee calls a personal foul against B1. This is:

- a. the 1st Team Foul in the Game.
- b. the 7th Team Foul in the Game.
- c. the 10th Team Foul in the Game.

Interpretation 7-3: After A1's deflection, Team B did not lose the possession of the ball. Therefore, B1's foul must be considered as an offensive foul. In all cases, the game shall continue with a check ball for Team A.

Example 7-4: At the beginning of the game the referees call an Unsportsmanlike Foul against B3. After 2 min. B3 delays on purpose the restarting of the game and the officials charge him with a Technical Foul. Close to the end of the game B3 commits his 6th foul and the referees call it

- a. as a normal foul.

Interpretation 7-4.1: B3 can continue to play. A player shall not be excluded based on the number of personal fouls.

- b. as an Unsportsmanlike Foul.

Interpretation 7-4.2: B3 shall be automatically disqualified because of the second Unsportsmanlike Foul, and must leave the court (Art.15).

- c. as a Technical Foul.

Interpretation 7-4.3: B3 can continue to play. A player shall not be automatically disqualified for committing two Technical Fouls (Art.15).

Example 7-5: A4 is fouled by B4 while attempting a 1-point field goal. The shot is not successful. Team B has committed 3 fouls.

Interpretation 7-5: A4 shall be awarded 1 free throw.

Example 7-6: A4 is fouled by B4 while attempting a 2-point field goal. The shot is successful. Team B has committed 5 fouls.

Interpretation 7-6: 2 points for Team A and 1 additional free throw for A4.

Example 7-7: A4 is fouled by B4 while attempting a 1-point field goal. The shot is not successful. Team B has committed 8 fouls.

Interpretation 7-7: A4 shall be awarded 2 free throws

Example 7-8: A4 is fouled by B4 while attempting a 2-point field goal. The shot is successful. Team B has committed 10 fouls.

Interpretation 7-8: 2 points for Team A, 2 additional free throws for A4 and ball possession for Team A.

Example 7-9: Simultaneously with the game clock signal for the end of the regular playing time, B1 fouls A1 and an Unsportsmanlike Foul is called. The score is Team A 13 – Team B 15.

- a. A1 misses one or both free throws.

Interpretation 7-9.1: A1 will attempt both free throws and the game will end, with Team A having no chance to reach the overtime.

- b. A1 scores both free throws.

Interpretation 7-9.2: The game shall continue with the overtime and the ball will be awarded to Team A, as a result of the Unsportsmanlike Foul (coin flip procedure shall not be applied).

Art. 8 How the Ball is played

8.1. 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.

8.2. 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).

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

8.4. 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.

8.5. A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.

8.6. 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.

Example 8-1: After A2’s successful field goal B3 collects the ball to resume the game. Then A2 inside the no-charge semi-circle starts **playing clean defence** against B3.

- a. Team A had not received a warning for delay of the game prior to this action.

Interpretation 8-1.1: The Officials will give an official warning to Team A for interference after a scored basket.

- b. Team A had already received a warning for delay of the game prior to this action.

Interpretation 8-1.2: Team A will be immediately charged with a Technical Foul for interference after a scored

basket.

Example 8-2: After A2's successful field goal, B3 tries to collect the ball to resume the game. A2 inside the no-charge semi-circle starts preventing B3 from collecting the ball without fouling B3.

- a. Team A had not received a warning for delay of the game prior to this action.

Interpretation 8-2.1: The Officials will give an official warning to Team A for delay of the game.

- b. Team A had already received a warning for delay of the game prior to this action.

Interpretation 8-2.2: Team A will be immediately charged with a Technical Foul for delay of the game.

Example 8-3: After B2's successful field goal, Team A does not immediately try to collect the ball.

- a. Team A had not received a warning for delay of the game prior to this action.

Interpretation 8-3.1: The Officials will stop the game to avoid stalling and give an official warning to Team A. Check Ball for Team A.

- b. Team A had already received a warning for delay of the game prior to this action.

Interpretation 8-3.2: Team A will be immediately charged with a Technical Foul.

Example 8-4: After A1's successful field goal, B3 touches the ball with his leg and the ball goes out of bounds.

- a. B3's touch happens accidentally.

Interpretation 8-4.1: Check-ball for Team B.

- b. B3's touch happens on purpose.

Interpretation 8-4.2: If Team B had not received a warning for delay of the game yet, the officials shall give a warning to Team B and the game shall continue with a check-ball for Team B. A Technical Foul shall be charged against Team B, in case Team B was already warned for delay of the game.

Example 8-5: After B2's successful field goal, A1 collects the ball and then

- a. Touches the end line with one foot.

Interpretation 8-5.1: Out-of-bounds violation, check-ball for Team B.

- b. Makes 3 steps before starting the dribble.

Interpretation 8-5.2: Travelling violation, check-ball for Team B.

Example 8-6: After A1's successful field goal, B2 passes the ball to B3 inside the arc. B3 attempts a field goal.

Interpretation 8-6: As soon as the ball leaves B3's hands, the referees shall call a "No-cleared ball" violation, as B3 had no right to attempt a field goal.

Example 8-7: After B2's unsuccessful shot, A3 rebounds the ball and dribbles for 8 seconds inside the arc. Before the ball is cleared, A3 is fouled by B1.

Interpretation 8-7: The foul shall count, as Team A has the right to clear the ball until the last moment of the shot-clock period.

Example 8-8: B1's shot is blocked by A1. A2 then recovers the ball and goes to the basket without having

cleared the ball. Immediately after the ball leaves A2's hands for a lay-up, A2's is fouled by B3. The lay-up is successful.

Interpretation 8-8: "No-cleared ball" violation and check-ball for Team B. The basket shall not count, as Team A didn't get the right to attempt a field goal without having previously cleared the ball. The defensive foul must be disregarded, unless called as an Unsportsmanlike or Disqualifying Foul.

Example 8-9: In an attempt to clear the ball, A1 is dribbling the ball with one of his feet outside the arc. Then he lifts the other foot off the floor.

Interpretation 8-9: The ball is cleared, because neither of A1's feet are inside nor step on the arc.

Example 8-10: During the check-ball at the top of the court between A3 and B2, the defensive player A3 throws the ball out of reach of the opponent.

- a. This is the first time in the game.

Interpretation 8-10.1: The referee will give an official warning to Team A. The offensive player must receive the ball behind the arc. The defensive player has to hand over or bounce the ball to the opponent with a normal basketball pass.

- b. This is the second time in the game.

Interpretation 8-10.2: Team A will be immediately charged with a Technical Foul.

Example 8-11: During the check-ball, the defensive player A2 positions himself too close to the opponent B3.

Interpretation 8-11: The Referee shall not allow resuming the game until there is a reasonable distance (approx. 1 metre) between the 2 players.

Example 8-12: A2 is dribbling the ball. Suddenly, B3 deflects the ball and both players start running to collect the ball. Then A2 and B3 put their hands on the ball. The official calls a jump ball situation.

Interpretation 8-12: The ball shall be awarded to the defensive team, in this case Team B.

Example 8-13: B1 attempts a shot for a field goal. After the ball touches the rim, B2 and A3, jumping for the rebound, land on the court with both of them having both hands firmly on the ball. The referee calls a jump ball.

Interpretation 8-13: The ball shall be awarded to Team A, as Team B had the last possession of the ball. The team that did not have the last possession of the ball is considered the defensive team.

Example 8-14: While Team A has possession of the ball, the game is stopped by the referee because

- a. Of the court surface breaking open.

Interpretation 8-14-1: The game shall continue with a check-ball for Team A and the actual remaining time on the shot-clock.

- b. Of player A2 suffering an injury that requires immediate attention.

Interpretation 8-14-2: The game shall continue with a check-ball for Team A and the actual remaining time on the shot-clock.

- c. Of player B2 suffering an injury that requires immediate attention.

Interpretation 8-14-3: The game shall continue with a check-ball for Team A and a new shot-clock period of 12 seconds.

Art. 9 Stalling

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

9.2. 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).

9.3 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.

Example 9-1: After the ball has been cleared, A1 is dribbling inside the arc, close to the 2-point line, with the back to the basket for 5 seconds.

Interpretation 9-1: Stalling violation. Check-ball for Team B.

Example 9-2: A1, holding a live ball outside the arc, passes the ball to A2 close to the basket. A2 dribbles for 3 seconds inside the restricted area.

Interpretation 9-2: 3-second violation. Check-ball for Team B.

Art. 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.

Example 10-1: After A2's successful field goal, B4 substitutes B1 while the game clock is running.

Interpretation 10-1: B1's substitution cannot be allowed. After a basket, the ball does not become dead and is available for the non-scoring team. Team B shall be immediately penalised with a technical foul.

Example 10-2: A2 is awarded 2 free throws. B4 substitutes B1 between the first and second free throw before the ball is handed over to A2 for his second free throw.

Interpretation 10-2: B1's substitution shall be granted since the ball is dead.

Art. 11 Time-outs

11.1. Each team is granted one team time-out. Any player can call the time-out in a dead ball situation.

11.2. In case of TV production, the organizer can decide to apply two TV time-outs that will be called at the first dead ball after respectively the game clock showing 6:59 and 3:59 in all games.

11.3. 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.

Example 11-1: After A1's successful field goal in the overtime B1 requests a time-out.

Interpretation 11-1: B1's request cannot be granted. After a basket, the ball does not become dead and is available for the non-scoring team. Therefore, no time-out can be granted to Team B unless the ball became dead and the game is continued with a check-ball. If Team B has not used the time-out during regular playing time, the request can be granted at the first dead ball situation.

Art.12 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:

1. A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.
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 Director. If the protest is accepted, then the security deposit is refunded.
3. Video materials may be used only to decide if a last shot for a field goal at the end of the game was released during playing time and/or whether that shot for a field goal counts for 1 or 2 points.

Statement 1:

Only the official game video produced by the official event organiser shall be considered in the protest procedure.

Art. 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 tours 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:

- i. Standings in final event or prior to it, being actually qualified to tour final;
- ii. Tour standing points collected for final standings at each tour stop;
- iii. Most wins collected in the tour (or win ratio in case of unequal number of games)
- iv. Most points scored in average during the tour (without considering winning scores of forfeits).
- v. 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.

Example 13-1: After pool play, Team A and Team B both finish with a

- a. Record of 2-2. Team A is ranked ahead of Team B in the pool because of the head-to-head confrontation. Both teams advance to the elimination round and are eliminated in their first game respectively. In the final standings, Team B (17.5 points scored on average) is ranked ahead of Team A (16.5 points scored on average).

Interpretation 13-1-1: The final standings are correct. Head-to-head confrontation is only applied in pools, but not in final standings. With both teams finishing with a 2-3 record, Team B is ranked ahead of Team A due to the higher scoring average.

- b. Record of 1-2. Team A is ranked ahead of Team B in the pool because of the head-to-head confrontation. Both teams do not advance to the elimination round. In the final standings, Team B (17.5 points scored on average) is ranked ahead of Team A (16.5 points scored on average).

Interpretation 13-1-2: The final standings are correct. Head-to-head confrontation is only applied in pools, but not in final standings. With both teams finishing with a 1-2 record, Team B is ranked ahead of Team A due to the higher scoring average.

Art. 14 Seeding rules

Teams are seeded correlatively to the team ranking points (sum of the team's 3 best players ranking points, prior to the competition). In case of a same team ranking points, seeding will be determined randomly prior to the competition start.

Note: In national-team competitions, seeding is done based on the 3x3 Federation Ranking.

Art. 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 (Book 1, 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 aforementioned behavior. 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.

Example 15-1: With 9:38 in the game clock A1 and B1 push each other and the referees call a Double Unsportsmanlike Foul against them. With 0:25 in the game clock, A1 fouls B2 causing an excessive contact. A1 is charged with an Unsportsmanlike Foul by the referees.

Interpretation 15-1: A1 will be disqualified because he committed 2 Unsportsmanlike Fouls. He must immediately leave the court and may be disqualified from the event by the organizer.

Example 15-2: With 9:15 in the game clock, A3 delays on purpose the continuation of the game after a basket. Because Team A was already warned for the same reason, the referees charge a Technical Foul to team A. With 0:25 in the game clock, A3 disrespectfully addresses the referees and a Technical Foul is called.

Interpretation 15-2: A3 will not be disqualified for committing 2 Technical Fouls. The 2 Technical Fouls shall be charged against Team A and count as team fouls in the game.

Art. 16 Adaption to U12 categories

The following adaptations to the rules are recommended in U12 categories:

1. Insofar possible, the basket may be lowered to 2.60m.
2. The first team to score in overtime wins the game.
3. No shot clock is used; if a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.
4. Penalty situations are not applicable; hence fouls are followed by check-ball, except those in act of shooting, technical fouls and unsportsmanlike fouls.
5. No time-outs are granted.

Note: The flexibility offered by the note of Art 6. to be discretionally applied as considered convenient.

Statement 1:

Games of categories U12 and younger can be played with a size 5 basketball.

