



3x3 Rules of the Game

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| 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: <i>game must start with 3 (three) players in FIBA 3x3 Official Competitions</i> |
| 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: <i>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</i> |
| 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: <i>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)</i> |
| Overtime | First team to score two (2) points wins the game |
| Shot clock | 12 seconds Note: <i>if a shotclock device is not available, referee to warn and count down the 5 last seconds</i> |
| 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