OFFICIAL 3X3 BASKETBALL RULES

3X3 BASKETBALL RULES & EQUIPMENT

Rules adopted by the International Basketball Federation (FIBA)

Official 3x3 Basketball Rules

As approved by

FIBA Central Board

4 December 2025

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TABLE OF CONTENTS

THE GAME 4
PLAYING COURT AND EQUIPMENT 5
TEAMS 11
PLAYING REGULATIONS 14
VIOLATIONS 23
FOULS 30
OFFICIALS 49
REFEERES SIGNALS 56
SCORESHEET 67
PROTEST PROCEDURE 71
CLASSIFICATION OF TEAMS 72
U12 CATEGORIES 74

Throughout the Official 3x3 Rules, all references made to a player, referee, etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

The numeration follows the Official 5x5 Rules. When the article an article does not apply, it is considered void rather a re-numeration. This is done for comparability and homogenization purposes.

3X3 BASKETBALL - THE GAME

Art. 1 Definitions

1.1 3x3 Basketball game

3x3 Basketball is played on 1 hoop by 2 teams of 3 players and maximum of one substitute each. The aim of each team is to score in the basket and to prevent the other team from scoring.

The game is controlled by up to 2 referees, table officials and a sports supervisor, if any.

1.2 Winner of a game

The first team to score 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).

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

1.3 Participants' Responsibility

All participants in the game, table officials, sports supervisor, if present, and all team members entitled to play and other accompanying delegation members, should play a positive role in the smooth running of the game and are expected to always demonstrate ethical behaviour. Should they become aware of an inaccuracy (correctable error) in scorekeeping involving the score, fouls, time-outs as well as the timekeeping and shot clock operations, they are expected to notify the referees immediately to ensure and facilitate the error to be corrected in accordance with these rules.

PLAYING COURT AND EQUIPMENT

Art. 2 Playing court

2.1 Playing court

A regular 3x3 playing court shall have a flat, hard surface free from obstructions (Diagram 1) with dimensions of 15 m in width and 11 m in length measured from the inner edge of the boundary line (Diagram 1). The court shall have a regular basketball playing court sized zone, including a free throw line (5.80 m), a 2-point line (6.75m) and a "no-charge semi-circle" area underneath the basket.

The playing area shall be marked in 3 colours: restricted area and 2-point area in one colour, the remaining playing area in another colour and the out-of-bound area in black. The colours recommended by FIBA are as in Diagram 1. The colors in Diagram 1 shall be mandatory for the following competitions:

- FIBA 3x3 World Cups
- FIBA 3x3 Champions Cup
- Olympic Games
- FIBA 3x3 World Tour
- FIBA 3x3 Zone Cups

At grassroots level, 3x3 can be played anywhere; court makings – if any are used – shall be adapted to available space, however FIBA 3x3 Official Competitions must fully comply with the above specifications including backstop with the shot clock integrated in the backstop padding.

2.2 Lines

All lines shall be of the same colour and drawn in white or other contrasting colour, 5 cm in width and clearly visible.

2.2.1 Boundary line/Boundary area

The playing court shall be limited by the boundary line, consisting of the baseline (behind the basket), endline (opposite the basket) and the sidelines. These lines are not part of the playing court.

There shall be an additional boundary area of 1 m at the endline, 1.5 m at the sidelines (exceptionally for matters of limited space a minimum of 1 m) and 2 m at the baseline around the playing court.

The scorer's table and its chairs must be placed behind the endline on the lefthand side (when facing the basket).

Exceptionally (for matters of limited space) in Pro Circuit events the scorer´s table may cut the corner at the endline (Diagram 5).

To the side of the scorer's table there shall be 2 seats available (one for each team) for the substitutes (Diagram 4).

2.2.2 Free-throw line, restricted area and free-throw rebound places

The free-throw line shall be drawn parallel to the baseline and endline. It shall have its furthest edge 5.80 m from the inner edge of the baseline and shall be 3.60 m long. Its mid-point shall lie on the imaginary line joining the mid-point of the endline and baseline.

The restricted area shall be the rectangular area marked on the playing court limited by the baseline, the extended free-throw line and the lines which originate at the baseline, its outer edges being 2.45 m from the mid-point of the baseline and terminating at the outer edge of the extended free-throw line. These lines, excluding the baseline, are part of the restricted area.

Free-throw rebound places along the restricted areas, reserved for players during free throws, shall be marked as in Diagram 2

2.2.3 2-point field goal area

The teams´ 2-point field goal area (Diagram 1 and Diagram 3) shall be the entire floor area of the playing court, except for the area inside the arc, limited by and including:

- The 2 parallel lines extending from and perpendicular to the baseline, with the outer edge 0.90 m from the inner edge of the sidelines.
- An arc of radius 6.75 m measured from the point on the floor beneath the exact centre of the basket to the outer edge of the arc. The distance of the point on the floor from the inner edge of the mid-point of the baseline is 1.575 m. The arc is joined to the parallel lines.

The 2-point line (the arc) is not part of the 2-point field goal area.

2.2.4 No-charge semi-circle area

The no-charge semi-circle area shall be marked on the playing court, limited by:

- A semi-circle with the radius of 1.25 m measured from the point on the floor beneath the exact centre of the basket to the inner edge of the semi-circle. The semi-circle is joined to:
- The 2 parallel lines perpendicular to the baseline, the inner edge 1.25 m from the point on the floor beneath the exact centre of the basket, 0.375 m in length and ending 1.20 m from the inner edge of the baseline.

The no-charge semi-circle area is completed by imaginary lines joining the ends of the parallel lines directly below the front edges of the backboard.

The no-charge semi-circle line is part of the no-charge semi-circle area.

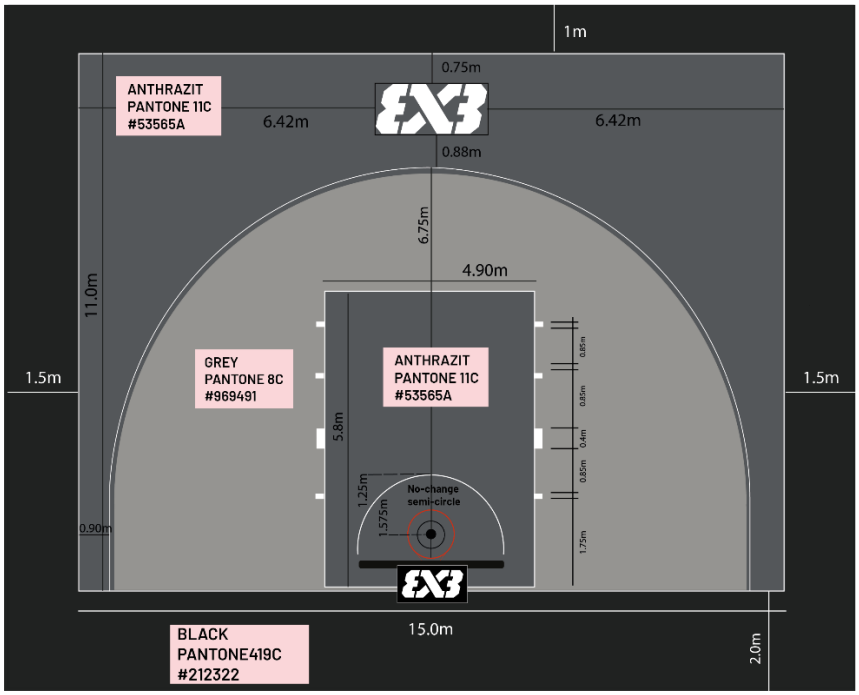


Diagram 1 Playing court

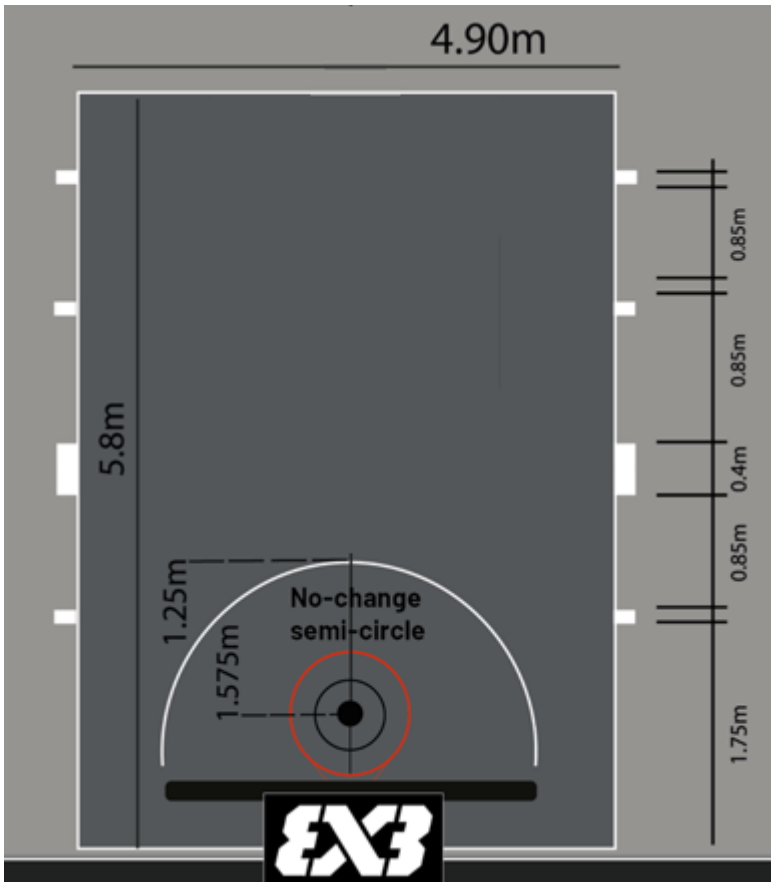


Diagram 2 Restricted area

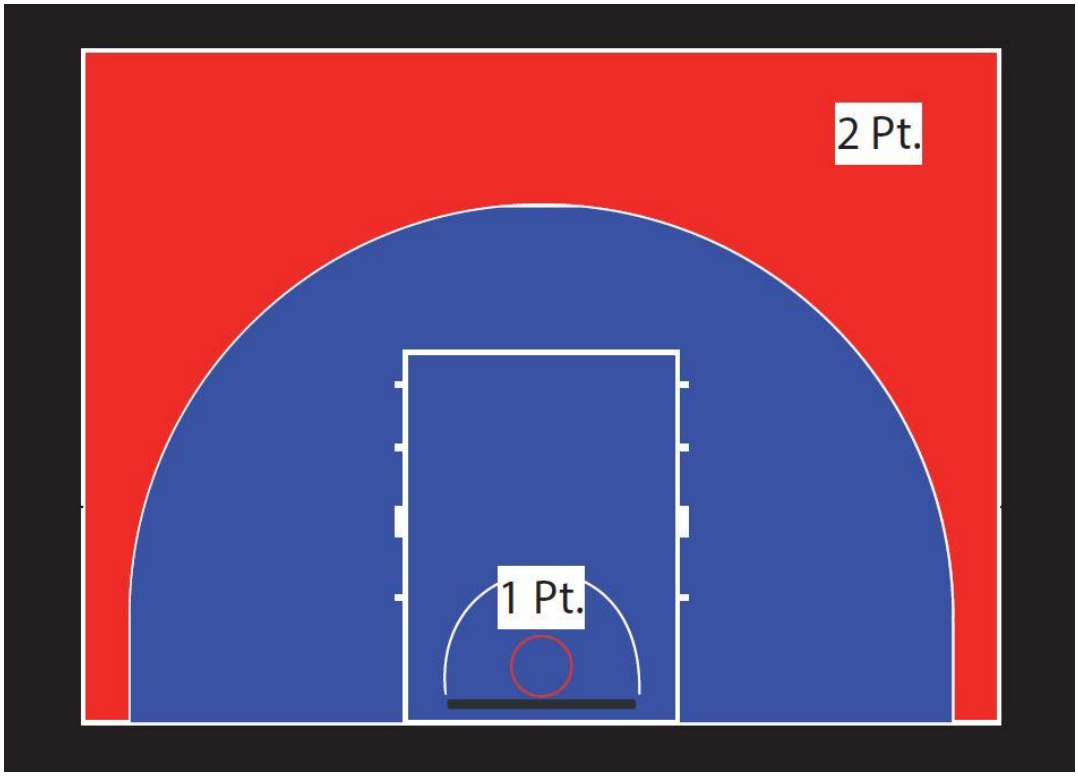


Diagram 3 1-point/2-point field goal area



Diagram 4 Scorer's table and substitution chairs

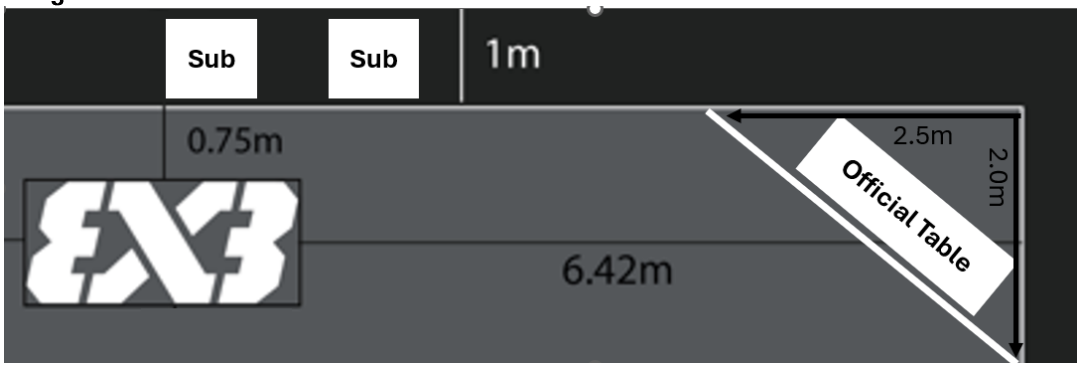


Diagram 5 Scorer´s table and substitution chairs – limited space and World Tour

Art. 3 Equipment

The following equipment shall be required:

- Backstop unit, consisting of:
  - Backboard
  - Basket comprising (pressure release) ring and net
  - Backboard support structure including padding.
- 3x3 Basketballs
- Game clock
- Scoreboard
- Shot clock
- 2 separate, distinctly different and loud signals, one of each for the
  - shot clock operator,
  - scorer/timer.
- Scoresheet
- Playing floor
- Playing court
- Adequate lighting.

For a more detailed description of basketball equipment, see the Appendix on 3x3 Basketball Equipment.

TEAMS

Art. 4 Teams

4.1 Definition

4.1.1 A team member is eligible to play when he has been authorised to play for a team according to the regulations, including regulations governing age limits, of the organising body of the competition.

4.1.2 A team member is entitled to play when his name has been entered on the scoresheet before the beginning of the game and as long as he has not been disqualified.

4.1.3 During playing time, a team member is:

- A player when he is on the playing court and is entitled to play.
- A substitute when he is not on the playing court but he is entitled to play.

4.1.4 During an interval of play, all team members entitled to play are considered as players.

4.2 Rule

4.2.1 Each team shall consist of no more than 4 team members entitled to play (3 players on the court and 1 substitute).
Coaches on the playing court and/or on the seats for substitutes and/or remote coaching from outside the court are not allowed.

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

4.3 Uniforms

4.3.1 The uniform of all team members shall consist of:

- Shirts of the same dominant colour front and back as the shorts.
- Shorts of the same dominant colour front and back as the shirts.
- Socks of the same dominant colour for all team members. Socks need to be visible.

4.3.2 Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.
The numbers shall be clearly visible and:

- Those on the back shall be at least 15 cm high.
- Those on the front shall be at least 5 cm high.
- The numbers shall be at least 2 cm wide.
  (Note: regarding size of shirt numbers in national team competitions, the provisions of Book 2 of the FIBA Internal Regulations shall prevail.)
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

4.3.3 Teams must have a minimum of 2 sets of shirts and:

- The first team named in the schedule shall wear light-coloured shirts (preferably white).
- The second team named in the schedule shall wear dark-coloured shirts.
- However, if the 2 teams agree, they may interchange the colours of the shirts.

4.4 Other equipment

4.4.1 All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

4.4.2 Players shall not wear equipment (objects) that may cause injury to other players.

- The following are not permitted:
  - Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
  - Objects that could cut or cause abrasions (fingernails must be closely cut).
  - Hair accessories and jewellery.
- The following are permitted:
  - Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
  - Arm and leg compression sleeves.
  - Headgear. It shall not cover any part of the face entirely or partially (eyes, nose, lips etc.) and shall not be dangerous to the player wearing it and/or to other players. The headgear shall not have opening/closing elements around the face and/or neck and shall not have any parts extruding from its surface.
  - Knee braces if they are properly covered.
  - Protector for an injured nose, even if made of a hard material.
  - Spectacles, if they do not pose a danger to other players.
  - Wristbands and headbands, maximum of 10 cm wide textile material.
  - Taping of arms, shoulders, legs etc.
  - Ankle braces.

  All players on the team must wear any additional equipment (arm and leg compression sleeves, headgear, wristbands, headbands and tapings) of the same solid colour (black, white or the predominant colour of the uniform), except for FIBA 3x3 Men's Pro Circuit competitions in which all players' additional equipment must be of black solid colour.

4.4.3 During the game a player may wear shoes of any colour combination. No flashing lights, reflective material or other adornments are permitted.

4.4.4 During the game a player may not display any commercial, promotional or charitable name, mark, logo or other identification including, but not limited to, on his body, in his hair or otherwise unless expressly permitted by the relevant competition's regulations.

Art. 5 Players: Injury

5.1 In the event of injury to a player(s), the referees may stop the game.

5.2 If the ball is live when an injury occurs, a referee shall not blow his whistle until the team in control of the ball has shot for a field goal, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the referees may stop the game immediately.

5.3 If the injured player cannot continue to play immediately (within approximately 15 seconds) or, if he receives treatment, he must be substituted.

5.4 Substitutes may enter the playing court, only with the permission of a referee, to attend to an injured player before he is substituted.

5.5 A doctor may enter the playing court, without the permission of a referee if, in the doctor's judgement, the injured player requires immediate medical treatment.

5.6 During the game, any player who is bleeding or has an open wound must be substituted. He may return to the playing court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.

5.7 If the injured player or any player who is bleeding or has an open wound recovers during a time-out taken by either team that player may continue to play.

Art. 6 N/A

Void

Art. 7 N/A

Void

PLAYING REGULATIONS

Art. 8 Playing time, tied score and overtime

8.1 The regular playing time (in official competitions and the recommended one) shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws.

8.2 There shall be the interval of play of 1 minute between the regular playing time and overtime.

8.3 An interval of play begins:

- When the player introduction starts (if any) but no later than when the players enter the playing court.
- When the game clock signal sounds for the end of the regular playing time if an overtime has to be played.

8.4 An interval of play ends:

- At the beginning of regular playing time or overtime when the ball is in the hands of the offensive player after the check-ball has been completed.

8.5 If the score is tied at the end of regular playing time, an overtime shall be played. The first team to score 2 points in the overtime wins the game.

8.6 If a foul is committed when or just before the game clock signal sounds for the end of the regular playing time, any eventual free throw(s) shall be administered after the end of the regular playing time.

If an overtime is required as a result of this free throw(s) then all fouls that are committed after the end of the regular playing time shall be considered to have occurred during an interval of play and the free throws shall be administered before the beginning of the overtime.

8.7 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).

Art. 9 Beginning and end of the game

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

9.2 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.

9.3 The game cannot begin if one of the teams is not on the playing court with 3 players ready to play. This article shall only apply to FIBA 3x3 Official Competitions.

9.4 The regular playing time or overtime begins when the ball is in the hands of the offensive player after the check-ball has been completed.

9.5 The regular playing time ends when the game clock signal sounds for the end of the regular playing time or a team reaches 21 or 22 points during regular playing time (sudden death), whatever happens first.

9.6 The overtime ends as soon as one team scores 2 or more points in overtime.

Art. 10 Status of the ball

10.1 The ball can be either live or dead.

10.2 The ball becomes **live** when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed; after a check-ball the ball is live until a referee blows his whistle or the sound of game/shot clock signal.
- Following each successful field goal or last free throw.
- During a free throw, the ball is at the disposal of the free-throw shooter.

10.3 The ball becomes **dead** when:

- A referee blows the whistle while the ball is live.
- It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
  - Another free throw(s).
  - A further penalty (free throw(s) and/or possession).
- The game clock signal sounds for the end of the regular playing time, sudden death or overtime.
- The shot clock signal sounds while a team is in control of the ball.
- The ball in flight on a shot for a field goal is touched by a player from either team after:
  - A referee blows his whistle.
  - The game clock signal sounds for the end of the regular playing time.
  - The shot clock signal sounds.

10.4 The ball does not become dead and the goal counts if made when:

- The ball is in flight on a shot for a field goal and:
  - A referee blows his whistle.
  - The game clock signal sounds for the end of the regular playing time.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and a referee blows his whistle for any rule infraction other than by the free-throw shooter.
- The ball is in the control of a player in the act of shooting for a field goal who finishes his shot with a continuous motion which started before a foul is charged on any opponents' player or substitute.

  This provision does not apply, and the goal shall not count if:
  - After a referee blows the whistle and an entirely new act of shooting is made.
  - During the continuous motion of a player in the act of shooting the game clock signal sounds for the end of the regular playing time or the shot clock signal sounds.

Art. 11 Location of a player and a referee

11.1 The location of a player is determined by where he is touching the floor.

While he is airborne, he retains the same status he had when he last touched the floor. This includes the boundary line, the arc, the free-throw line, the lines delimiting the restricted area and the lines delimiting the no-charge semi-circle area.

11.2 The location of a referee is determined in the same manner as that of a player. When the ball touches a referee, it is the same as touching the floor at the referee's location.

Art. 12 Jump ball situation

12.1 A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.

12.2 Jump ball situations

A jump ball situation occurs when:

- A held ball is called.
- The ball goes out-of-bounds and the referees are in doubt or disagree about which of the opponents last touched the ball.
- A double free-throw violation occurs during an unsuccessful last free throw.
- A live ball lodges between the ring and the backboard except:
  - Between free throws,
  - After the last free throw followed by a check-ball.
- The ball becomes dead when neither team has control of the ball nor is entitled to the ball.
- After the cancellation of equal penalties on both teams, if there are no other foul penalties remaining for administration and neither team had control of the ball nor was entitled to the ball before the first foul or violation.

Should a jump ball situation occur, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

Art. 13 How the ball is played

13.1 Definition

During the game, the ball is played with the hand(s) only and may be passed, thrown, tapped, rolled or dribbled in any direction, subject to the restrictions of these rules.

13.2 Rule

A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist.

However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation.

An infraction of Art. 13.2 is a violation.

Art. 14 Control of the ball

14.1 Definition

14.1.1 Team control **starts** when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal.

14.1.2 Team control **continues** when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

14.1.3 Team control **ends** when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a field goal or for a free throw.

Art. 15 Player in the act of shooting

15.1 Definition

15.1.1 A **shot** for a goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the basket.

A tap for a goal is when the ball is directed with the hand(s) towards the basket.

A dunk for a goal is when the ball is forced downwards into the basket with one or both hands.

A continuous movement on drives to the basket or other moving shots are an action of a player who catches the ball while he/she is progressing or upon completion of the dribble and then continues with the shooting motion, usually upwards.

15.1.2 The **act of shooting**:

- **Starts** when the player starts the continuous movement normally preceding the release of the ball and, in the judgement of a referee, he has started an attempt to score by throwing, tapping or dunking the ball towards the basket.
- **Ends** when the ball has left the player's hand(s), or if an entirely new act of shooting is made and, in case of an airborne shooter, both feet have returned to the floor.

15.1.3 The act of shooting in a continuous movement on a drive to the basket or other moving shot:

- Starts when the ball has come to rest in the player's hand(s), upon completion of the dribble or a catch in the air and the player begins the shooting motion preceding the release of the ball for a goal.
- Ends when the ball has left the player's hand(s), or if an entirely new act of shooting is made, and in case of an airborne shooter, both feet have returned to the floor.

15.1.4 There is no relationship between the number of legal steps taken and the act of shooting.

15.1.5 During the act of shooting, the player might have his/her arm(s) held by an opponent, thus being prevented from scoring. In this case it is not essential that the ball leaves the player's hand(s).

15.1.6 When a player is in the act of shooting and after being fouled he/she passes the ball off, that player is no longer considered to have been in the act of shooting.

Art. 16 Goal: When made and its value

16.1 Definition

16.1.1 A goal is made when a live ball enters the basket from above and remains within or passes through the basket entirely.

16.1.2 The ball is considered to be within the basket when the slightest part of the ball is within the basket and below the level of the ring.

16.2 Rule

16.2.1 A goal is credited to the offensive team when the ball has entered as follows:

- A goal released from a free throw counts 1 point.
- A goal released from inside the arc (1-point field goal area) counts 1 point.
- A goal released from behind the arc (2-point field goal area) counts 2 points.

16.2.2 If a defensive player deflects a pass between the opponents´ players or taps a ball away from an opponent´s dribbling and the ball enters directly the basket, the goal shall count and it shall be awarded to the last offensive player in ball control.

If the last offensive player, when passing or dribbling the ball was in the

- 1-point field goal area, the goal shall count 1 point.
- 2-point field goal area, the goal shall count 2 points.

16.2.3 If a defensive player accidentally scores a field goal, the goal shall count and shall be assigned to the last offensive player in ball control.

16.2.4 If a defensive player deliberately scores a field goal, it is a violation and the goal shall not count. The game shall be resumed with a check-ball for the last offensive team.

16.2.5 In all situations where a defensive team establishes ball control and scores a goal without clearing the ball, the basket shall be cancelled as the team had not cleared the ball prior to the shot attempt including controlled taps. This shall include controlled taps.

16.2.6 If a player causes the entire ball to pass through the basket from below, it is a violation.

16.2.7 The game clock or the shot clock must show 0:00.3 (3 tenths of a second) or more for a player to gain control of the ball on a check-ball or on a rebound after the last free throw in order to attempt a shot for a field goal. If the game clock or the shot clock shows 0:00.2 or 0:00.1 the only type of a valid field goal made is by directly tapping the ball.

Art. 17 Check-ball

17.1 Definition

17.1.1 Possession of the ball given to either team following any dead ball situation shall start/resume with a check-ball, i.e. an exchange of the ball (between the defensive and offensive player) behind the arc at the top of the playing court.

17.2 Procedure

17.2.1 The offensive player taking the check-ball shall be behind the arc (neither of his feet is inside nor on the arc line) at the top of the playing court (facing the backboard).

17.2.2 The defensive player facing the offensive player shall bounce the ball to the opponent with a normal basketball pass allowing the offensive player to take control of the ball.

17.2.3 When receiving the ball during the check-ball, the offensive player shall have both feet on the floor.

17.2.4 It shall be a reasonable distance (approx. 1 m) between the offensive and the defensive players taking the check-ball. In FIBA 3x3 Official Competitions at World level, the 3x3 infinity logo shall be used to position the defensive player and the offensive player at this distance (two opponents' players facing each other on each longer side of the logo, without touching it).

17.2.5 During the game, if the defensive and offensive players are in their correct positions, check-ball procedure requires no action from the referees. If the players are not in their correct position (or executing the check-ball incorrectly), the referee shall pass the ball directly to the defensive player to assure the check-ball is executed correctly.

17.2.6 At the beginning of the regular playing time or overtime the check-ball shall be administered by the referee.

Art. 18 Time-out

18.1 Definition

A time-out is an interruption of the game requested by a player or substitute to the referees.

18.2 Rule

18.2.1 Each team shall be granted 1 time-out.

18.2.2 In addition to the teams´ time-outs, in FIBA 3x3 Official Competitions or if so decided by the organiser 2 additional TV time-outs that shall be granted at the first dead ball after the game clock shows 6:59 and 3:59 respectively in all games.

18.2.3 All time-outs shall last 30 seconds.

18.2.4 Both teams are entitled to request a time-out at a time-out opportunity.

18.2.5 A time-out opportunity begins when the ball becomes dead prior to a check-ball or free throw.

18.2.6 A time-out cannot be granted when the ball is live.

18.2.7 An unused time-out may be carried over to the overtime.

Art. 19 Substitution

19.1 Definition

A substitution is an interruption of the game requested by the substitute to become a player.

19.2 Rule

Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw.

19.3 Procedure

19.4 The substitute can enter the game without any prior notice to the referees or table officials while the ball is dead and the game clock is stopped.

19.5 The substitutions can only take place behind the endline and require no action from the referees or table officials.

19.5.1 If the free-throw shooter must be substituted because he:

- Is injured, or
- Has been disqualified,

the free throw(s) must be attempted by his substitute.

Art. 20 Game lost by forfeit

20.1 Rule

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. This rule shall not be mandatory for grassroots events.

20.2 Penalty

20.2.1 In case of forfeit, the game score is marked with w-0 or 0-w ("w" standing for win). For the winning team this game result shall not be considered when calculating the team´s average score while for the losing team this game result shall be considered with 0 points when calculating the team´s average score.

20.2.2 A team losing by a tortuous forfeit shall be disqualified from the competition.

20.2.3 If during the (first) pool phase of a tournament the team forfeits for the second time or in case of no-show, the team shall be disqualified from the tournament and will not be ranked in the Final Standings of the tournament.

Art. 21 Game lost by default

21.1 Rule

A team shall lose a 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.

21.2 Penalty

21.2.1 In case of a default, 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. In case of a default where the winning team choses to have the game forfeited, the game result shall not be considered when calculating the team´s average score.

21.2.2 A team losing by default shall be disqualified from the competition.

VIOLATIONS

Art. 22 Violations

22.1 Definition

A violation is an infraction of the rules.

22.2 Penalty

The ball shall be awarded to the opponents for a check-ball.

Art. 23 Player out-of-bounds and ball out-of-bounds

23.1 Definition

23.1.1 A **player** is out-of-bounds when any part of his body is in contact with the floor, or any object other than a player above, on or outside the boundary line.

23.1.2 The **ball** is out-of-bounds when it touches:

- A player or any other person who is out-of-bounds.
- The floor or any object above, on or outside the boundary line.
- The backboard supports, the back of the backboards or any object above the playing court.

23.2 Rule

23.2.1 The ball is caused to go out-of-bounds by the last player to touch or be touched by the ball before it goes out-of-bounds, even if the ball then goes out-of-bounds by touching something other than a player.

23.2.2 If the ball is out-of-bounds because of touching or being touched by a player who is on or outside the boundary line, this player causes the ball to go out-of-bounds.

23.2.3 If a player(s) move(s) to out-of-bounds **during** a held ball, a jump ball situation occurs.

Art. 24 Dribbling

24.1 Definition

24.1.1 A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls or bounces the ball on the floor.

24.1.2 **A dribble starts** when a player, having gained control of a live ball on the court throws, taps, rolls or bounces it on the court and touches it again before it touches another player.

A dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

During a dribble the player may not place any part of his/her hand under the ball and carry it from one point to another or bring the ball to a pause and then continue to dribble.

During a dribble the ball may be thrown into the air provided the ball touches the court or another player before the player who threw it touches it again with his hand.

There is no limit to the number of steps a player may take when the ball is not in contact with his hand.

24.1.3 A player who accidentally loses and then regains control of a live ball on the playing court is considered to be fumbling the ball.

24.1.4 The following are not dribbles:

- Successive shots for a field goal.
- Fumbling the ball at the beginning or at the end of a dribble.
- Attempts to gain control of the ball by tapping it from the vicinity of other players.
- Tapping the ball from the control of another player.
- Deflecting a pass and gaining control of the ball.
- Tossing the ball from hand to hand and allowing it to come to rest in one or both hands before touching the floor, provided that no travelling violation is committed.
- Throwing the ball against the backboard and regaining the control of the ball.

24.2 Rule

A player shall not dribble for a second time after his first dribble has ended unless between the 2 dribbles he has lost control of a live ball on the playing court because of:

- A shot for a field goal.
- A touch of the ball by an opponent.
- A pass or fumble that has touched or been touched by another player.

Art. 25 Travelling

25.1 Definition

25.1.1 **Travelling** is the illegal movement of one foot or both feet beyond the limits outlined in this article, in any direction, while holding a live ball on the playing court.

25.1.2 A **pivot** is the legal movement in which a player who is holding a live ball on the playing court steps once or more than once in any direction with the same foot, while the other foot, called the pivot foot, is kept at its point of contact with the floor.

25.2 Rule

25.2.1 Establishing a pivot foot by a player who catches a live ball on the playing court:

- A player who catches 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).
  - To pass or shoot for a field goal, the player may jump off a pivot foot, but neither foot may be returned to the floor before the ball is released from the hand(s).
- A player who catches the ball while he is progressing, or upon completion of a dribble, may take two steps in coming to a stop, passing or shooting the ball:
  - If, after receiving the ball, a player shall release the ball to start his dribble before his second step.

- The first step occurs when one foot or both feet touch the floor after gaining control of the ball.
- The second step occurs after the first step when the other foot touches the floor or both feet touch the floor simultaneously.
- If the player who comes to a stop on his first step has both feet on the floor or they touch the floor simultaneously, he may pivot using either foot as his pivot foot. If he then jumps with both feet, no foot may return to the floor before the ball is released from the hand(s).
- If a player lands with one foot he may only pivot using that foot.
- If a player jumps off one foot on the first step, he may land with both feet simultaneously for the second step. In this situation, the player may not pivot with either foot. If one foot or both feet then leave the floor, no foot may return to the floor before the ball is released from the hand(s).
- If both feet are off the floor and the player lands on both feet simultaneously, the moment one foot is lifted the other foot becomes the pivot foot.
- A player may not touch the floor consecutively with the same foot or both feet after ending his dribble or gaining control of the ball.

25.2.2 A player falling, lying or sitting on the floor:

- It is legal when a player falls and slides on the floor while holding the ball or, while lying or sitting on the floor, gains control of the ball.
- It is a violation if the player then rolls or attempts to stand up while holding the ball.

Art. 26 3 seconds

26.1 Rule

26.1.1 A player shall **not** remain in the restricted area for more than 3 consecutive seconds while his team is in control of a live ball and the game clock is running.

26.1.2 Allowances must be made for a player who:

- Makes an attempt to leave the restricted area.
- Is in the restricted area when he or his teammate is in the act of shooting and the ball is leaving or has just left the player's hand(s) on the shot for a field goal.
- Dribbles in the restricted area to shoot for a field goal after having been there for less than 3 consecutive seconds.

26.1.3 To establish himself outside the restricted area, the player must place both feet on the floor outside the restricted area.

Art. 27 5 seconds

27.1 Definition

27.1.1 A player who is holding a live ball on the playing court when an opponent is in an active legal guarding position at a distance of no more than 1 m must pass, shoot or dribble the ball within 5 seconds.

Art. 28 Back to the basket

28.1 Rule

28.1.1 An offensive player, after the ball has been cleared, shall not dribble inside the arc with his back or side to the basket for more than 3 consecutive seconds.

Art. 29 12 seconds

29.1 Rule

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

Whenever:

- A player gains control of a **live** ball on the **playing court**,
- On a check-ball, the ball is in the hands of the offensive player after the check-ball has been completed,
- Following each successful field goal or last free throw, the ball is in the hands of the player from a non-scoring team,

that team must attempt a shot for a field goal within 12 seconds.

To constitute a shot for a field goal within 12 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

29.1.2 When a shot for a field goal is attempted near the end of the 12-second period and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents gain an immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

All restrictions related to goaltending and interference shall apply.

29.1.3 If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referees shall give in last 5 seconds the offensive team an information on the remaining second by counting them loudly and signalling them with an extended arm.

29.2 Procedure

29.2.1 The shot clock shall be reset whenever the game is stopped by a referee:

- For a foul or violation (not for the ball having gone out-of-bounds) by the team not in control of the ball,

- For any valid reason by the team not in control of the ball.

In these situations, the possession of the ball shall be awarded to the same team that previously had control of the ball, the shot clock shall be reset to 12 seconds.

However, if the game is stopped by a referee for any valid reason not connected with either team the shot clock shall not be reset but shall continue from the time it was stopped, unless in the judgement of a referee, it would place that team at a disadvantage.

29.2.2 The shot clock shall be reset to 12 seconds whenever a check-ball is awarded to the opponents' team after the game is stopped by a referee for a foul or violation (including for the ball having gone out-of-bounds) committed by the team in control of the ball.

The shot clock shall also be reset to 12 seconds if the new offensive team is awarded a check-ball as a result of the jump ball situation.

29.2.3 Whenever the game is stopped by a referee for a technical foul committed by the team in control of the ball, the game shall be resumed with a check-ball. The shot clock shall not be reset but shall continue from the time it was stopped.

29.2.4 When the team is awarded a check-ball as part of the penalty for an unsportsmanlike or disqualifying foul, the shot clock shall be reset to 12 seconds.

29.2.5 After the ball has touched the ring of the basket, the shot clock shall be reset to 12 seconds, whenever any player gains control of the ball.

29.2.6 If the shot clock signal sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded, and the game shall continue.

However, if in the judgement of a referee, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected and possession of the ball shall be awarded to that team.

Art. 30 Clearing the ball

30.1 Definition

30.1.1 Clearing the ball is the way of play, which grants a new offensive team a possession of the ball form behind the arc to do its best to attempt a shot for a field goal.

30.2 Rule

30.2.1 Following each successful field goal or the 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 player is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

30.2.2 A player is considered to be "behind the arc" when neither of his feet is inside or on the arc line.

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

- If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
- If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).

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

30.3 Penalty

30.3.1 If the ball leaves player hand(s) attempting a field-goal before it has been cleared, it is a "no-cleared ball" violation and potential field goal shall not count. The ball shall be awarded to the opponents for a check-ball.

Art. 31 Goaltending and Interference

31.1 Definition

31.1.1 A shot for a field goal or a free throw:

- **Begins** when the ball leaves the hand(s) of a player in the act of shooting.
- **Ends** when the ball:
  - Enters the basket directly from above and remains within the basket or passes through the basket entirely.
  - No longer has the possibility to enter the basket.
  - Touches the ring.
  - Touches the floor.
  - Becomes dead.

31.2 Rule

31.2.1 Goaltending occurs **during a shot for a field goal** when a player touches the ball while it is completely above the level of the ring and:

- It is on its downward flight to the basket, or
- After it has touched the backboard.

31.2.2 Goaltending occurs **during a shot for a free throw** when a player touches the ball while it is in flight to the basket and before it touches the ring.

31.2.3 The goaltending restrictions apply until:

- The ball no longer has the possibility to enter the basket.
- The ball has touched the ring.

31.2.4 Interference occurs when:

- After a shot for a field goal or the last free throw a player touches the basket or the backboard while the ball is in contact with the ring.

- After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket.
- A player reaches through the basket from below and touches the ball.
- A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket.
- A player causes the basket to vibrate or grasps the basket (ring and/or net) in such a way that causes the ball to take an unnatural bounce or to change direction, and the ball is prevented from entering the basket or is caused to enter the basket.
- A player grasps the basket and plays the ball.

31.2.5 When:

- A referee has blown his whistle while:
  - The ball was in the hands of a player in the act of shooting, or
  - The ball was in flight on a shot for a field goal or on a last free throw,
- The game clock signal has sounded for the end of the regular playing time,

No player shall touch the ball after it has touched the ring while it still has the possibility to enter the basket.

All restrictions related to goaltending and interference shall apply.

31.3 Penalty

31.3.1 If the violation is committed by an **offensive player**, no points can be awarded. The ball shall be awarded to the opponents for a check-ball.

31.3.2 If the violation is committed by a **defensive player**, the offensive team is awarded:

- 1 point, if the ball was released for a free throw.
- 1 point, if the ball was released from inside the arc (1-point field goal area).
- 2 points, if the ball was released from behind the arc (2-point field goal area).

The awarding of the points is considered as if the ball had entered the basket.

31.3.3 If the goaltending is committed by a **defensive player** during a last free throw, 1 point shall be awarded to the offensive team, followed by a technical foul penalty charged on the defensive player.

FOULS

Art. 32 Fouls

32.1 Definition

32.1.1 A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.

32.1.2 Any number of fouls may be called on a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet and penalised according to these rules.

32.1.3 Personal fouls are not entered on the scoresheet unless unsportsmanlike or disqualifying.

Art. 33 Contact: General principles

33.1 Cylinder principle

The cylinder principle is defined as the space within an imaginary cylinder occupied by a player on the floor. It includes the space above the player and is limited to:

- The **front** by the palms of the hands,
- The **rear** by the buttocks, and
- The **sides** by the outer edge of the arms and legs.

The hands and arms may be extended in front of the torso no further than the position of the feet, with the arms bent at the elbows so that the forearms and hands are raised. The distance between his feet will vary according to his height.

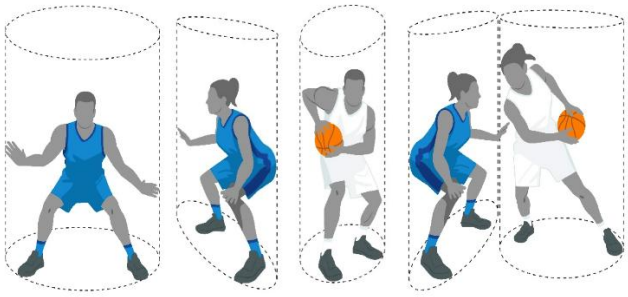


Diagram 6 Cylinder principle

33.2 Principle of verticality

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.

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 defensive player must not be penalised for leaving the floor vertically (within his cylinder) or having his hands and arms extended above him within his own cylinder.

The offensive player, whether on the floor or airborne, shall not cause contact with the defensive player in a legal guarding position by:

- Using his arms to create more space for himself (pushing off).
- Spreading his legs or arms to cause contact during or immediately after a shot for a field goal.

33.3 Legal guarding position

A defensive player has established an initial legal guarding position when:

- He is facing his opponent, and
- He has both feet on the floor.

The legal guarding position extends vertically above him (cylinder) from the floor to the ceiling. He may raise his arms and hands above his head or jump vertically but he must maintain them in a vertical position inside the imaginary cylinder.

33.4 Guarding a player who controls the ball

When guarding a player who controls (holding or dribbling) the ball, the elements of time and distance do not apply.

The player with the ball must expect to be guarded and must be prepared to stop or change his direction whenever an opponent takes an initial legal guarding position in front of him, even if this is done within a fraction of a second.

The guarding (defensive) player must establish an initial legal guarding position without causing contact before taking his position.

Once the defensive player has established an initial legal guarding position, he may move to guard his opponent, but he may not extend his arms, shoulders, hips or legs to prevent the dribbler from passing by him.

When judging a charge/block situation involving a player with the ball, a referee shall use the following principles:

- The defensive player must establish an initial legal guarding position by facing the player with the ball and having both feet on the floor.
- The defensive player may remain stationary, jump vertically, move laterally or backwards in order to maintain the initial legal guarding position.

- When moving to maintain the initial legal guarding position, one foot or both feet may be off the floor for an instant, as long as the movement is lateral or backwards, but not towards the player with the ball.
- Contact must occur on the torso, in which case the defensive player would be considered as having been at the place of contact first.
- Having established a legal guarding position, the defensive player may turn within his cylinder to avoid injury.

In any of the above situations, the contact shall be considered as having been caused by the player with the ball.

33.5 Guarding a player who does not control the ball

A player who does not control the ball is entitled to move freely on the playing court and take any position not already occupied by another player.

When guarding a player who does not control the ball, the elements of time and distance shall apply. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change his direction.

The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.

If a defensive player does not respect the elements of time and distance in taking his initial legal guarding position and contact with an opponent occurs, he is responsible for the contact.

Once a defensive player has established an initial legal guarding position, he may move to guard his opponent. He may not prevent him from passing by extending his arms, shoulders, hips or legs in his path. He may turn within his cylinder to avoid injury.

33.6 A player who is in the air

A player who has jumped into the air from a place on the playing court has the right to land again at the same place.

He has the right to land on another place on the playing court provided that the landing place and the direct path between the take-off and landing place is not already occupied by an opponent(s) at the time of take-off.

If a player has taken off and landed but his momentum causes him to contact an opponent who has taken a legal guarding position beyond the landing place, the jumper is responsible for the contact.

An opponent may not move into the path of a player after that player has jumped into the air.

Moving under a player who is in the air and causing contact is usually an unsportsmanlike foul and in certain circumstances may be a disqualifying foul.

33.7 Screening: Legal and illegal

Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.

Legal screening is when the player who is screening an opponent:

- **Was stationary** (inside his cylinder) when contact occurred.
- Had both feet on the floor when contact occurred.

Illegal screening is when the player who is screening an opponent:

- **Was moving** when contact occurred.
- Did not give sufficient distance in setting a screen outside the field of vision of a **stationary** opponent when contact occurred.
- Did not respect the elements of time and distance of an opponent **in motion** when contact occurred.

If the screen is set **within** the field of vision of a stationary opponent (front or lateral), the screener may establish the screen as close to him as he wishes, provided there is no contact.

If the screen is set **outside** the field of vision of a stationary opponent, the screener must permit the opponent to take 1 normal step towards the screen without making contact.

If the opponent is **in motion**, the elements of time and distance shall apply. The screener must leave enough space so that the player who is being screened is able to avoid the screen by stopping or changing direction.

The distance required is never less than 1 and never more than 2 normal steps.

A player who is legally screened is responsible for any contact with the player who has set the screen.

33.8 Charging

Charging is illegal personal contact, with or without the ball, by pushing or moving into an opponent's torso.

33.9 Blocking

Blocking is illegal personal contact which impedes the progress of an opponent with or without the ball.

A player who is attempting to screen is committing a blocking foul if contact occurs when he is moving and his opponent is stationary or retreating from him.

If a player disregards the ball, faces an opponent and shifts his position as the opponent shifts, he is primarily responsible for any contact that occurs, unless other factors are involved.

The expression 'unless other factors are involved' refers to deliberate pushing, charging or holding of the player who is being screened.

It is legal for a player to extend his arm(s) or elbow(s) outside of his cylinder in taking position on the floor but they must be moved inside his cylinder when an opponent attempts to pass by. If the arm(s) or elbow(s) are outside his cylinder and contact occurs, it is blocking or holding.

A player attempting to screen shall commit a blocking foul if he puts his palms on his opponent, irrespectively of pushing or not, and/or holds or grabs his opponent.

33.10 No-charge semi-circle area

The no-charge semi-circle area is drawn on the playing court for the purpose of designating a specific area for the interpretation of charge/block situations under the basket.

On any penetration play into the no-charge semi-circle area any contact caused by an airborne offensive player with a defensive player inside the no-charge semi-circle shall not be called as an offensive foul, unless the offensive player is illegally using his hands, arms, legs or body. This rule applies when:

- The offensive player is in control of the ball whilst airborne, and
- He attempts a shot for a field goal or passes off the ball, and
- The defensive player has one foot or both feet in contact with the no-charge semi-circle area.

33.11 Contacting an opponent with the hand(s) and/or arm(s)

The touching of an opponent with the hand(s) is, in itself, not necessarily a foul with the exception of screening situations in which placing both palms on the opponent shall always be considered a foul.

The referees shall decide whether the player who caused the contact has gained an advantage. If contact caused by a player in any way restricts the freedom of movement of an opponent, such contact is a foul.

Illegal use of the hand(s) or extended arm(s) occurs when the defensive player is in a guarding position and his hand(s) or arm(s) is placed upon and remains in contact with an **opponent with or without the ball**, to impede his progress.

To repeatedly touch or 'jab' an opponent with or without the ball is a foul, as it may lead to rough play.

It is a foul by an **offensive player with the ball** to:

- 'Hook' or wrap an arm or an elbow around a defensive player in order to obtain an advantage.
- 'Push off' to prevent the defensive player from playing or attempting to play the ball, or to create more space for himself.
- Use an extended forearm or hand, while dribbling, to prevent an opponent from gaining control of the ball.

It is a foul by an **offensive player without the ball** to 'push off' to:

- Get free to catch the ball.
- Prevent the defensive player from playing or attempting to play the ball.
- Create more space for him.

33.12 Post play

The principle of verticality (cylinder principle) applies also to post play.

The offensive player in the post position and the defensive player guarding him must respect each other's rights to a vertical position (cylinder).

It is a foul by an offensive or defensive player in the post position to shoulder or hip his opponent out of position or to interfere with his opponent's freedom of movement using extended arms, shoulders, hips, legs or other parts of the body.

33.13 Illegal guarding from the rear

Illegal guarding from the rear is personal contact with an opponent, by a defensive player, from behind. The fact that the defensive player is attempting to play the ball does not justify his contact with an opponent from the rear.

33.14 Holding

Holding is illegal personal contact with an opponent that interferes with his freedom of movement. This contact (holding) can occur with any part of the body.

33.15 Pushing

Pushing is illegal personal contact with any part of the body where a player forcibly moves or attempts to move an opponent with or without the ball.

33.16 Fake being fouled

Fake is any action by a player to simulate that he has been fouled or to make theatrical exaggerated movements in order to create an opinion of being fouled and therefore gaining an advantage.

Art. 34 Contact foul

34.1 Definition

34.1.1 A contact foul is a player's illegal contact with an opponent, whether the ball is live or dead.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, leg, knee or foot, nor by bending his body into an 'abnormal' position (outside his cylinder), nor shall he indulge in any rough or violent play.

34.2 Penalty

A contact foul shall be charged on the offender´s team.

34.2.1 If the foul is committed on a player not in the act of shooting:

- The game shall be resumed with a check-ball by the non-offending team.
- If the offending team is in the team foul penalty situation, then Art. 41 shall apply. 2 free throws shall be awarded as of the 7th team foul.

34.2.2 If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from behind the arc is unsuccessful, 2 free throws.
- If the player is fouled as, or just before, the game clock signal sounds for the end of the regular playing time, or just before, the shot clock signal sounds, while the ball is still in the player's hand(s) and the field goal is successful, the goal shall not count and 1 or 2 free throws shall be awarded. 2 free throws shall be awarded as of the 7th team foul.

Art. 35 Double foul

35.1 Definition

35.1.1 A double foul is a situation in which 2 opponents commit contact fouls on each other at approximately the same time.

35.1.2 To consider 2 fouls as a double foul the following conditions must apply:

- Both fouls involve physical contact.
- Both fouls are between the same 2 opponents fouling each other.

35.2 Penalty

A contact foul shall be charged on each offender´s team. No free throws shall be awarded irrespective of team foul situations or whether a foul is a player´s first or second unsportsmanlike foul. The game shall be resumed as follows:

If at approximately the same time as the double foul:

- A valid field goal, or a last free throw is scored, the ball shall be awarded to the non-scoring team for a check-ball.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a check-ball. The shot-clock shall not be reset.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs. The ball shall be awarded to the last defensive team with 12 seconds on the shot-clock.

Art. 36 Technical foul

36.1 Rules of conduct

36.1.1 The proper conduct of the game demands the full and loyal cooperation of the players and substitutes with the referees, table officials and sports supervisor, if present.

36.1.2 Each team shall do its best to secure victory, but this must be done in the spirit of sportsmanship and fair play.

36.1.3 Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.

36.1.4 The referees may prevent technical fouls by giving warnings or even overlooking minor infractions which are obviously unintentional and have no direct effect upon the game, unless there is repetition of the same infraction after the warning.

36.1.5 If an infraction is recognised after the ball becomes live, the game shall be stopped and a technical foul charged. The penalty shall be administered as if the technical foul had occurred at the time it is charged. Whatever occurred during the interval between the infraction and the game being stopped shall remain valid.

36.2 Definition

36.2.1 A technical foul is a non-contact foul of a behavioural nature including, but not limited to:

- Disregarding warnings given by referees.
- Disrespectfully dealing and/or communicating with the referees, the sports supervisor, the table officials or the opponents.
- Using language or gestures likely to offend or incite the spectators.
- Baiting and taunting an opponent.
- Obstructing the vision of an opponent by waving/placing his hand(s) near his eyes.
- Excessive swinging of elbows.
- Delaying the game by:
  - deliberately touching the ball or preventing the new offensive team from collecting the ball immediately after the ball passes through the basket on the successful field goal or free throw,
  - deliberately not collecting the ball immediately without being prevented by the defensive team after the ball passes through the basket on the successful field goal or free throw,
  - playing active defense inside the semi-circle after successful field goal or free throw,
  - preventing a check-ball or a free throw from being taken promptly.
- Fake being fouled or exaggerating contact.
- Goaltending during the last free throw by a defensive player. The offensive team shall be awarded 1 point, followed by the technical foul penalty charged on the defensive team.
- Inappropriate interaction with people outside the playing court or any form of communication between players and coaches during the game.

36.2.2 A team member shall not be disqualified for the remainder of the game when he is charged with 2 technical fouls.

36.3 Penalty

A technical foul shall count as a team foul.

36.3.1 The opponents shall be awarded 1 free throw. The game shall be resumed as follows:

- The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.

- The free throw shall also be administered immediately, regardless whether the order of any other possible penalties for any other fouls has been determined or whether the administration of the penalties has been started. After the free throw for a technical foul, the game shall be resumed by the team which had control of the ball or was entitled to the ball when the technical foul was called with a check-ball.
- If a valid field goal, or a last free throw is scored, the game shall be resumed with a check-ball for the last defensive team.
- If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs. The game shall be resumed with a check-ball for the last defensive team.

Art. 37 Unsportsmanlike foul

37.1 Definition

37.1.1 An unsportsmanlike foul is a contact foul with an excessive, hard or dangerous contact.

37.1.2 Holding an opponent in control of the ball shall be considered as an unsportsmanlike foul.

37.1.3 The referees must interpret the unsportsmanlike fouls consistently throughout the game and to judge only the action.

37.2 Penalty

37.2.1 An unsportsmanlike foul shall be charged on the offender.

37.2.2 The first unsportsmanlike foul of a player shall be penalized with 2 free throws, no ball possession. If the first unsportsmanlike foul of a player is committed on a player in the act of shooting and the goal is made, it shall count and in addition 2 free throws shall be awarded.

37.2.3 The second unsportsmanlike foul of a player shall be penalized with 2 free throws and ball possession. If the second unsportsmanlike foul of a player is committed on a player in the act of shooting and the goal is made, it shall count and in addition 2 free throws and ball possession shall be awarded.

37.2.4 All unsportsmanlike fouls are counted as 2 fouls for team foul purposes.

37.2.5 A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls.

37.2.6 If a player is disqualified under Art. 37.2.5, that unsportsmanlike foul shall be the only foul to be penalised and no additional penalty for the disqualification shall be administered.

Art. 38 Disqualifying foul

38.1 Definition

38.1.1 A disqualifying foul is any flagrant unsportsmanlike action by players or substitutes.

38.2 Violence

38.2.1 Acts of violence may occur during the game, contrary to the spirit of sportsmanship and fair play. These should be stopped immediately by the referees and, if necessary, by public order enforcement officers.

38.2.2 Whenever acts of violence occur involving players on the playing court or in its vicinity, the referees shall take the necessary action to stop them.

38.2.3 Any of the above persons who are guilty of flagrant acts of aggression on opponents or referees shall be disqualified. The referees report the incident to the organising body of the competition.

38.2.4 Public order enforcement officers may enter the playing court only if requested to do so by the referees. However, should spectators enter the playing court with the obvious intention of committing acts of violence, the public order enforcement officers must intervene immediately to protect the teams and referees.

38.2.5 All areas beyond the playing court or its vicinity, including entrances, exits, hallways, dressing rooms, etc., come under the jurisdiction of the organising body of the competition and the public order enforcement officers.

38.2.6 Physical actions by players or substitutes, which could lead to damaging of game equipment, must not be permitted by the referees.

When behaviour of this nature is observed by the referees, the offending team shall be given a warning.

Should the action(s) be repeated, a technical or even disqualifying foul shall immediately be called on the individual(s) involved.

38.3 Penalty

38.3.1 A disqualifying foul shall be charged on the offender.

38.3.2 Whenever the offender is disqualified according to the respective articles of these rules, he shall leave the court.

38.3.3 2 free throws shall be awarded:
- To any opponent in case of a non-contact foul,
- To the player who was fouled in case of a contact foul,

followed by a check-ball.

38.3.4 All disqualifying fouls shall count as 2 fouls for team foul purposes.

38.3.5 A team member disqualified from the game may be further disqualified from the event by the organizer. Independent thereof, the organizer shall disqualify team member(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).

38.3.6 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 behaviour. 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 is unaffected by any disqualification under this Art. 38.

Art. 39 Fighting

39.1 Definition

Fighting is physical interaction between 2 or more opponents (players, substitutes).

This article only applies to the substitutes who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

39.2 Rule

39.2.1 Substitutes, who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified. However, if a substitute leaves the team bench area to assist the referees to maintain or restore the order, a substitute shall not be disqualified.

39.2.2 If a substitute leaves the team bench area and neither assists nor attempts to assist the referees to maintain or to restore order, the substitute shall be disqualified.

39.3 Penalty

39.3.1 If team members of both teams are disqualified under this article and there are no other foul penalties remaining for administration, the game shall be resumed as follows.

If at approximately the same time when the game was stopped because of the fighting:

- A valid field goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a check-ball.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to that team for a check-ball. The shot-clock shall not be reset.
- Neither team has control of the ball nor was entitled to the ball, a jump ball situation occurs. The game shall be resumed with a check-ball for the last defensive team.

39.3.2 All disqualifying fouls shall be entered on the scoresheet and shall count as 2 team fouls.

39.3.3 All possible foul penalties on players on the playing court involved in a fight or any situation which leads to a fight, shall be dealt with in accordance with Art. 42.

Art. 40 Void

Art. 41 Team fouls: Penalty

41.1 Definition

41.1.1 A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player or substitute. A team is in the team foul penalty situation after it has committed 6 team fouls.

41.1.2 All team fouls committed in an interval of play shall be considered as being committed in the regular playing time or overtime.

41.1.3 Players are not excluded based on the number of personal fouls subject to Art. 37.2.5 and Art. 38.

41.2 Rule

41.2.1 Team fouls 7, 8 and 9 shall be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws and ball possession. This article is applied also to unsportsmanlike fouls and to fouls on the act of shooting and overrules Art. 34 and Art. 37 but shall not be applied to technical fouls. The player against whom the foul was committed shall attempt the free throws.

41.2.2 If a contact foul is committed by a player of the team in control of the live ball, or of the team entitled to the ball, such a foul shall be penalised by a check-ball for the opponents.

Art. 42 Special situations

42.1 Definition

In the same stopped-clock period which follows an infraction, special situations may arise when additional infraction(s) are committed.

42.2 Procedure

42.2.1 All fouls shall be charged and all penalties identified.

42.2.2 The order in which all infractions occurred shall be determined.

42.2.3 All equal penalties on the teams and all double foul penalties shall be cancelled in the order in which they were called. Once the penalties have been entered on the scoresheet and cancelled they are considered as never having occurred.

42.2.4 If a technical foul is called, that penalty shall be administered first, regardless whether the order of the penalties has been determined or whether the administration of the penalties has been started.

42.2.5 The right to possession of the ball as part of the last penalty to be administered shall cancel any prior rights to possession of the ball.

42.2.6 Once the ball has become live on the first free throw or on a check-ball, that penalty can no longer be used for cancelling any remaining penalties.

42.2.7 All remaining penalties shall be administered in the order in which they were called.

42.2.8 If, after the cancellation of equal penalties on both teams, there are no other penalties remaining for administration, the game shall be resumed as follows.

If at approximately the same time as the first infraction:

- A valid field goal or a last free throw is scored, the ball shall be awarded to the non-scoring team for a check-ball.
- A team had control of the ball or was entitled to the ball, the ball shall be awarded to this team for a check-ball.
- Neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs. The ball shall be awarded to the last defensive team for a check-ball.

Art. 43 Free throws

43.1 Definition

43.1.1 A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line.

43.1.2 A set of free throws is defined as all free throws and possible following possession of the ball resulting from a single foul penalty.

43.2 Rule

43.2.1 When a personal, an unsportsmanlike or a disqualifying contact foul is called, the free throw(s) shall be awarded as follows:

- The player on whom the foul was committed shall attempt the free throw(s).
- If there is a request for him to be substituted, he must attempt the free throw(s) before leaving the game.
- If he must leave the game due to injury or having been disqualified, his substitute shall attempt the free throw(s). If no substitute is available, any team-mate shall attempt the free throw(s).

43.2.2 When a technical or a disqualifying non-contact foul is called, any member of the opponents' team shall attempt the free throw(s).

43.2.3 The free-throw shooter shall:

- Take a position behind the free-throw line.
- Use any method to shoot a free throw in such a way that the ball enters the basket from above or the ball touches the ring.
- Release the ball within 5 seconds after it is placed at his disposal by the referee.
- Not touch the free-throw line or enter the restricted area until the ball has entered the basket or has touched the ring.
- Not fake a free throw.

43.2.4 The players in the free-throw rebound places shall be entitled to occupy alternating positions in these spaces, which are considered to be 1 m in depth (Diagram 7).

During the free throws these players shall not:

- Occupy free-throw rebound places to which they are not entitled.
- Enter the restricted area, the neutral zone or leave the free-throw rebound place until the ball has left the hand(s) of the free-throw shooter.
- Distract the free-throw shooter by their actions.

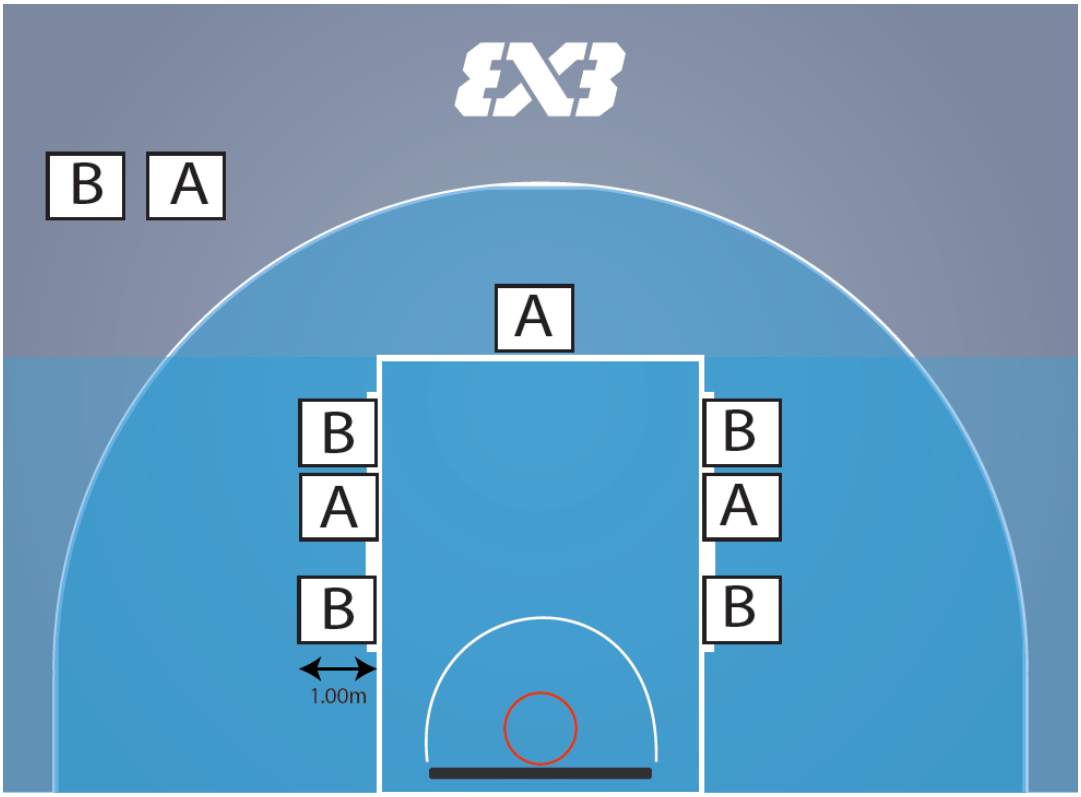


Diagram 7 Optional players' positions during free throws

43.2.5 Players not in the free-throw rebound places shall remain behind the free-throw line extended and behind the arc until the free throw ends.

43.2.6 During a free throw(s) to be followed by another set(s) of free throws or by a check-ball, all players shall remain behind the free-throw line extended and behind the arc.

An infraction of Art. 43.2.3, 43.2.4, 43.2.5 and 43.2.6 is a violation.

43.3 Penalty

43.3.1 If a free throw is successful and the violation(s) is committed by the free-throw shooter, the point shall not count.

The ball shall be awarded to the opponents for a check-ball, unless there is a further free throw(s) or possession penalty to be administered.

43.3.2 If a **free throw is successful** and the violation(s) is committed by any player(s) other than the free-throw shooter:

- The point shall count.
- The violation(s) shall be disregarded.

In case of the last free throw, the ball shall be awarded to the opponents for a check-ball.

43.3.3 If a **free throw is not successful** and the violation is committed by:

- A **free-throw shooter or his teammate** on the last free throw, the ball shall be awarded to the opponents for a check-ball unless that team is entitled to further possession.
- An **opponent** of the free-throw shooter, a substitute free throw shall be awarded to the free-throw shooter.
- **Both teams**, on the last free throw, a jump ball situation occurs. The ball shall be awarded to the defensive team.

Art. 44 Correctable errors

44.1 Correctable errors – General procedures

44.1.1 A referee or the sports supervisor may stop the game immediately upon identification of a correctable error, unless either team is placed at a disadvantage.

44.1.2 Any fouls committed, points scored, time used and additional activity which may have occurred after the error has occurred and before its recognition shall remain valid.

44.1.3 After the correction of the error the game shall be resumed with a check ball, unless otherwise stated in these rules. The ball shall be awarded to the team entitled to the ball at the time the game was stopped for the correction of the error.

44.2 Correctable errors category 1 - Definition

Referees may correct category 1 errors if a rule is incorrectly applied **in the following situations only:**

- Awarding an unmerited free throw(s).
- Failing to award a merited free throw(s).
- Erroneous awarding or cancelling of a point(s).
- Permitting the wrong player to attempt a free throw(s).
- Directing the wrong player to attempt a free throw(s).
- Reporting a foul against the wrong player, or team.
- Scorekeeping errors including:
  - failing to record or erroneously recording points.
  - failing to record or recording a foul on the wrong player or team.
  - failing to record or recording a time-out against the wrong team.
- Game clock errors, including malfunctions, or errors in starting or stopping the game clock correctly or in setting the correct time on the game clock.

44.3 Correctable errors category 1 - General procedures

44.3.1 A referee or the sports supervisor may stop the game immediately upon recognition of a correctable error, unless either team is placed at a disadvantage.

44.3.2 To be correctable such errors must be identified by the referees, sports supervisor, if present, or table officials before the ball becomes live following the first dead ball after the game clock has started following the error.

44.3.3 These errors, with the exception of the situations listed below in Art. 44.3.7 are no longer correctable after the ball becomes dead when the game clock sounds for the

end of the game unless the error occurs after the last time the referees have stopped the game for any reason before the game clock signal sounds for the end of the game. In which case the error must be corrected immediately after the game ends, and while the teams remain on the court.

44.3.4 Once an error that is still correctable has been recognised, and:

- The player involved in the correction of the error after being legally substituted, he must re-enter the playing court to participate in the correction of the error at which point he becomes a player.
- Upon completion of the correction, he may remain in the game or may leave the playing court.
- If the player involved in the correction is disqualified or is unable to play due to injury disqualified, his substitute must participate in the correction of the error.

44.3.5 Any fouls committed, points scored, time used and additional activity which may have occurred after the error has occurred and before its recognition, shall remain valid.

44.3.6 Correctable errors cannot be corrected after the referees and the sports supervisor, if present, have signed the scoresheet.

44.3.7 An error in scorekeeping, time-keeping or shot clock operations involving the score, number of fouls, number of time-outs, game clock and shot clock time consumed or omitted, may be corrected by the referees at any time before the referees and the sports supervisor, if present, have signed the scoresheet.

44.4 Correctable errors category 1 - Special procedures

44.4.1 Awarding an unmerited free throw(s).
The free throw(s) attempted as a result of the error shall be cancelled and the game shall be resumed as follows:

- If the game clock has not started after the error, the ball shall be awarded for a check-ball to the team whose free throws had been cancelled.
- If the game clock has started after the correction of the error, the game shall be resumed with a check-ball for the team that was in control of the ball at the time it was stopped to correct the error.

44.4.2 Failing to award a merited free throw(s).

- If there has been no change in possession of the ball after the error occurred, the game shall be resumed after correction of the error as after any normal last free throw.
- If the same team scores after having been erroneously awarded possession of the ball for a check-ball, the error shall be disregarded.
- If the game clock has started, and there has been a change of possession after the correction of the error, the game shall be resumed with a check-ball for the team that was in control of the ball at the time the game was stopped to correct the error.

44.4.3 Permitting the wrong player to attempt a free throw(s).

The free throw(s) attempted, and the possession of the ball if part of the penalty, shall be cancelled. The ball shall be awarded to the opponents for a check-ball, unless penalties for further infractions are to be administered, or unless the game has continued and was stopped for the correction of the error, in which case the game shall be resumed with a check-ball for the team that was in control of the ball at the time the game was stopped to correct the error.

44.4.4 Directing the wrong player to attempt a free throw(s):
The free throw(s) attempted shall be cancelled and the correct player shall attempt a replacement free throw(s). The game shall continue as after any last free throw, unless the game has continued and was stopped for the correction of the error, in which case the game shall be resumed with a check-ball to the team that was in control of the ball at the time it was stopped to correct the error.

44.4.5 Erroneously awarding or cancelling of a point(s):

- The points shall be cancelled or awarded as applicable. The scoresheet shall be corrected.
- The game shall be resumed with a check-ball for the team that was in control of the ball at the time it was stopped to correct the error.

44.4.6 Reporting a foul against the wrong player or team:
The scoresheet shall be corrected and any erroneously disqualified player shall be reinstated and any player who becomes disqualified by virtue of the correction shall be so disqualified.

44.4.7 For scorekeeping errors such as

- failing to record or erroneously recording points.
- failing to record or erroneously recording a foul against the wrong player or team.
- failing to record or erroneously recording a time-out against the wrong team:

the scoresheet shall be corrected and any resulting action, such as player disqualification or reinclusion shall be applied.

44.4.8 In cases of game clock errors, including malfunctions, or errors in starting or stopping the game clock correctly, or in setting the correct time on the game clock, the game clock shall be corrected with time added or deducted as necessary to correct the error.

44.5 Correctable errors category 2 – Definition

44.5.1 Referees may correct a category 2 error if a rule is incorrectly applied **in the following situations only**:

- Shot clock errors, including malfunctions;
- Errors in starting or stopping the shot clock correctly;
- Errors in setting the correct time on the shot clock.

44.6 Correctable errors category 2 – General procedures

44.6.1 To be correctable, a shot clock error must be recognised by the referees, sports supervisor, if present, or table officials:

- when the ball is live immediately after the error and the referees stop the game to correct the error, or
- while the first time the referees stop the game for any reason, the team in control or entitled to the possession of the ball at the time of the error shall keep control of the ball or stay entitled to the possession of the ball.

The shot clock shall be corrected to the correct time.

44.6.2 Shot clock errors are no longer correctable:

- after a change of possession of a live ball after the error.
- if the team in control of the ball scores a valid goal,
- after the ball becomes dead when the game clock sounds for the end of the game.

REFEREES, TABLE OFFICIALS, SPORTS SUPERVISOR: DUTIES AND POWERS

Art. 45 Referees, table officials and sports supervisor

45.1 There shall be 2 referees. They shall be assisted by the table officials and by a sports supervisor, if present.

45.2 The **table officials** shall be a scorer, a scoreboard operator and a shot clock operator.

45.3 The **sports supervisor** shall sit at the scorer's table. His primary duty during the game is to supervise the work of the table officials and to assist the referees in the smooth functioning of the game.

45.4 The referees of a given game should not be connected in any way with either team on the playing court.

45.5 The referees, the table officials and the sports supervisor shall conduct the game in accordance with these rules and have no authority to change them.

45.6 The referees, the table officials and the sports supervisor shall be distinctively dressed. In FIBA 3x3 Official Competitions the referees and the sport supervisor shall wear the FIBA-provided apparel.

Art. 46 Sports Supervisor

The sports supervisor, if any, shall:

46.1 Inspect and approve all equipment to be used during the game.

46.2 Designate the official game clock, shot clock, stopwatch and recognise the table officials.

46.3 Select a game ball from at least 2 used balls provided by the organizer. Should neither of these balls be suitable as the game ball, he may select the best quality ball available.

46.4 Not permit any player to wear objects that may cause injury to other players.

46.5 Make the referees aware of any irregularities in breach of the FIBA Internal Regulations, these rules or the 3x3 Official Interpretations to these rules and any act of violence or game situations which may lead to violence.

46.6 Have the power to stop a game when conditions warrant it. To request the attention of the referees, the sports supervisor may only stop the game after a valid goal scored, without placing any team in disadvantage.

46.7 Have the power to determine that a team shall forfeit the game before the scoresheet has been signed by the referees and the sports supervisor, if present.

46.8 Carefully examine the scoresheet at the end of the regular playing time and overtime or at any time he feels is necessary.

46.9 Ensure that the referees have signed the scoresheet at the end of playing time, which terminates the referees' administration and connection with the game. The referees´ power shall begin when they arrive on the playing court before the game, and end when the game clock signal sounds for the end of the game as approved by the referees.

46.10 Ensure that the referees have entered on the reverse side, before the referees and the sports supervisor, if present, sign the scoresheet:

- Any forfeit or disqualifying foul,
- Any unsportsmanlike behaviour by team members, that occurs prior to the 5 minutes before the game is scheduled to begin, or between the end of the game and the approval and signing of the scoresheet.

In such a case, the sports supervisor (if present) must send a detailed report to the organising body of the competition.

46.11 If the sports supervisor is not present, the referees shall take over his duties.

46.12 Be authorised to approve before the game and operate, if available, an **Instant Replay System (IRS)**

46.13 Have the power to make decisions on any point not specifically covered by these rules.

46.14 The sports supervisor, if present, shall sign the scoresheet at the latest before the start of the next game of the same pool or of the next elimination round.

Art. 47 Referees : Duties and powers

47.1 The Referees shall have the power to make decisions on infractions of the rules committed either within or outside the boundary line including the scorer's table and the areas in the vicinity of the playing court.

47.2 The referees shall blow their whistles when an infraction of the rules occurs, the regular playing time or overtime ends or the referees find it necessary to stop the game. The referees shall not blow their whistles after a successful field goal, a successful free throw or when the ball becomes live.

47.3 The referees shall administer a coin flip before the beginning of the game.

47.4 When deciding on a personal contact or violation, the referees shall, in each instance, have regard to and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in application of the concept of 'advantage/disadvantage'. The referees should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage.
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.

- Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

47.5 The referees shall be authorised to use, if available and approved by the sports supervisor, an **Instant Replay System (IRS)** to decide before signing the scoresheet:

- The scorekeeping or any malfunction of the game clock or shot clock at any time during the game.
- If a last shot for field goal at the end of the regular playing time was released on time and/or whether that last shot for a field goal shall count 1 or 2 points.
- Any situations, challengeable by these rules, in the last 30 seconds of the regular playing time or when a team has reached 19 or more points or in the overtime of the game.
- To verify if a goal tending occurred when such violation is called.
- To verify whether a contact foul, unsportsmanlike foul or disqualifying foul met the criteria for such a foul or shall be upgraded or downgraded or shall be considered as a technical foul.
- To verify whether a technical foul shall be considered as an unsportsmanlike foul or disqualifying foul.
- To identify the involvement of team members during any act of violence or during any game situations which may lead to violence. To make their final decision, the referees may consult the Sports Supervisor.
- A Challenge request by a team.

47.5.1 A Challenge request shall only be possible in the Olympic Games, World Cup (Open category only) and World Tour as well as if foreseen by the respective competition's regulations and subject to the IRS availability. Without prejudice of precedent and by using only the official video and materials, the following can always be challenged: if 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 shall count 1 or 2 points.

47.5.2 Any player of any team may request a video review (**"Challenge"**) in one of the below listed situations. During the referees´ review, all players shall stay away from the scorers´ table.

Only a score and/or a call by the referees can be challenged. A no-call not leading to a score cannot be challenged. The situations when a Challenge may be requested by a team during the game are as follows (exhaustive list):

- Verify whether a successful shot was released before or after the shot clock expired.
- Identify the player who caused the ball to go out-of-bounds when such violation is called in the last 2 minutes of the regular playing time or when a team has reached 19 or more points or in the overtime of a game.

- Verify if a player has committed an out-of-bounds violation when such violation is called in the last 2 minutes of the regular playing time or when a team has reached 19 or more points or in the overtime of a game.
- Verify if a player has committed an out-of-bounds violation when such a violation is not called, but the team scores a basket or draws a foul during the same shot clock, in the last 2 minutes of the regular playing time or when a team has reached 19 or more points or in the overtime of a game
- Verify if a player had cleared the ball after a new team possession.
- Verify if the possession of the ball had changed or if the ball was/was not cleared before a shot attempt.
- Verify whether a shot for a field goal shall count and if yes, whether it counts for 1 or 2 points. Only the act of shooting shall be reviewable.
- Verify whether a foul called on the shooter shall be awarded 1 or 2 free throws.

47.5.3 To request a Challenge, the player shall use his voice saying loud and clear "Challenge" and indicating a "C" using his thumb and index finger. The Challenge can only be requested immediately during the next ball possession of a team or at the next dead-ball situation after the action occurred whichever happens first. If the Challenge is not requested the next time the team has gained possession after the situation occurred or at the first dead ball after the situation occurred, the Challenge request shall be refused.

47.5.4 If after the review the referee´s decision is confirmed and it remains unchanged ("Challenge lost"), the team shall lose its Challenge right for the remainder of the game.

If after the review the referee´s decision is corrected and changed ("Challenge won"), the team shall retain its Challenge right for the remainder of the game.

If the video material is not clear, the referee´s decision shall remain unchanged and the team shall retain its Challenge right for the remainder of the game.

47.6 The referees shall have the power to make decisions on any point not specifically covered by these rules.

47.7 Should a protest be filed by one of the teams, the referees (if no sports supervisor is present) shall, upon receipt of the protest reasons, report in writing the incident to the organising body of the competition.

47.8 If a referee 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 shall 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 sports supervisor, if present, the remaining referee shall decide upon the possible replacement.

47.9 For all international games, if verbal communication is necessary to make a decision clear, it shall be conducted in the English language.

47.10 Each referee has the power to make decisions within the limits of his duties, but he has no authority to disregard or question decisions made by the other referee.

47.11 The implementation and interpretation of these rules by the referees, regardless if an explicit decision was made or not, is final and cannot be contested or disregarded, except in cases where a protest is allowed (see Annex C).

Art. 48 Scorer: Duties

48.1 The **scorer** shall be provided with a scoresheet and shall keep a record of:

- Teams, by entering the names and numbers of the players who are to participate in this game. When there is an infraction of the rules regarding the numbers of players, he shall notify the nearest referee as soon as possible.
- Running summary of points scored, by entering the field goals and the free throws made.
- Fouls charged on each team. The scorer must notify a referee immediately when 6 team fouls as well as 10 team fouls are charged on any team. He shall enter the unsportsmanlike fouls charged on any player and must notify a referee immediately when a player should be disqualified, if he has committed 2 unsportsmanlike fouls.
- Time-outs. He must notify the referees when the team has no more time-out left in the regular playing time or overtime.
- The coin flip procedure, by entering to the scoresheet, which team has started the game with the ball possession.

48.2 If a scorekeeping error is recognised on the scoresheet:

- During the game, the scorer must wait for the first dead ball before notifying the referees.
- After the end of the regular playing time or overtime and before the scoresheet has been signed by the referees and the sports supervisor, if present, the error shall be corrected, even if this correction influences the final result of the game.
- After the scoresheet has been signed by the referees and the sports supervisor, if present, the error may no longer be corrected. The referees or the sports supervisor, if present, shall send a detailed report to the organising body of the competition.

Art. 49 Scoreboard operator: Duties

49.1 The scoreboard operator shall operate the scoreboard and assist the scorer. In case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.

The scoreboard operator shall be provided with a game clock and a stopwatch and shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of the game or overtime.
- Use any means possible to notify the referees immediately if his signal fails to sound or is not heard.

49.2 The scoreboard operator shall measure **playing time** as follows:

- Starting the game clock when:
  - During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
  - After a successful last free throw, the next offensive team is in possession of the ball.
  - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
- Stopping the game clock when:
  - Time expires at the end of the regular playing time, if not stopped automatically by the game clock itself.
  - The winning score is reached in the regular playing time or overtime.
  - A referee blows his whistle while the ball is live.
  - The shot clock signal sounds while a team is in control of the ball.

49.3 The scoreboard operator shall measure a **time-out** as follows:

- Starting the stopwatch immediately when a referee blows his whistle and gives the time-out signal.
- Sounding his signal when 20 seconds of the time-out have elapsed.
- Sounding his signal when the time-out has ended.

49.4 The scoreboard operator shall measure an **interval of play** as follows:

- Starting the stopwatch immediately when the regular playing time has ended and an overtime is required.
- Sounding his signal and simultaneously stopping the stopwatch immediately when 50 seconds of the interval of play has elapsed.
- Sounding his signal when the interval of play has ended.

Art. 50 Shot clock operator: Duties

The shot clock operator shall be provided with a shot clock which shall be:

50.1 **Started or restarted** when:

- On the playing court a team gains control of a live ball. After that, the mere touching of the ball by an opponent does not start a new shot clock period if the same team remains in control of the ball.
- On a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.

50.2 **Stopped, but not reset**, with the remaining time visible, when the same team that previously had control of the ball is awarded a check-ball as the result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A technical foul committed by that team.
- A double foul.
- A cancellation of equal penalties on both teams.
- The game is stopped because of an action not connected with either team, unless that team would be placed at a disadvantage.

50.3 **Stopped and reset to 12 seconds**, with 12 seconds visible, when:

- The ball legally enters the basket.
- The team that previously did not have the control of the ball shall be awarded a check-ball as a result of a:
  - Personal foul or violation (including for the ball having gone out-of-bounds),
  - Jump ball situation.
- A team shall be awarded a check-ball as a result of the second unsportsmanlike foul of a player or a disqualifying foul.
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw or on a pass, if any team gains control of the ball.
- The game is stopped because of an action not connected with the team in control of the ball.
- The team is awarded free throw(s).

50.4 **Switched off**, after the ball becomes dead and the game clock has been stopped in regular playing time or overtime when there is a new control of the ball for either team and there are fewer than 12 seconds on the game clock.
The shot clock signal neither stops the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

A – REFEREES SIGNALS

A.1 The hand signals illustrated in these rules are the only valid referees signals.

A.2 While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).

A.3 After a foul, the player number shall not be reported to the scorer's table unless it is unsportsmanlike or disqualifying foul.

A.3 It is important that the table officials are familiar with these signals.

Game clock signals

STOP THE CLOCK



Open palm

STOP THE CLOCK FOR FOUL



One clenched fist

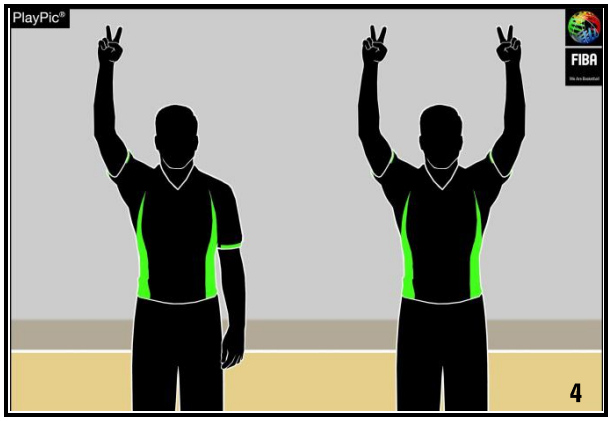
Scoring

1 POINT



1 finger, 'flag' from wrist

2 POINTS



2 fingers

1 arm for an attempt, 2 arms if successful

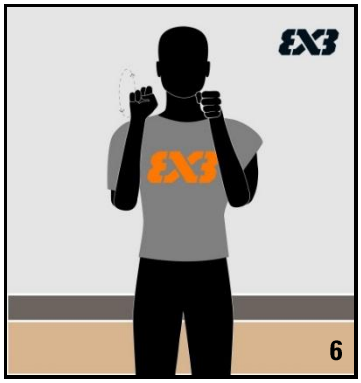
Time-out

CHARGED TIME-OUT



Form T,
show index finger

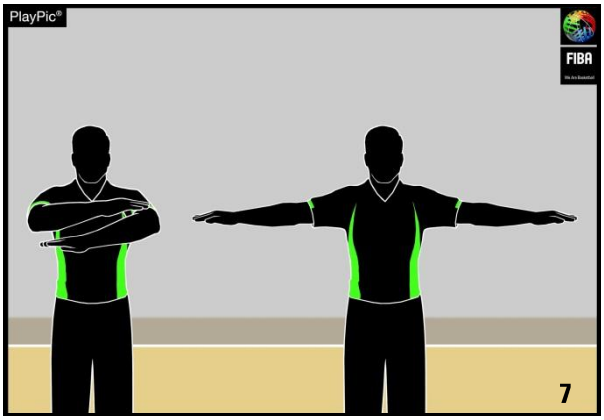
3x3-SPECIFIC:
TV TIME-OUT



Clenched right fist with clenched left fist rotating vertically

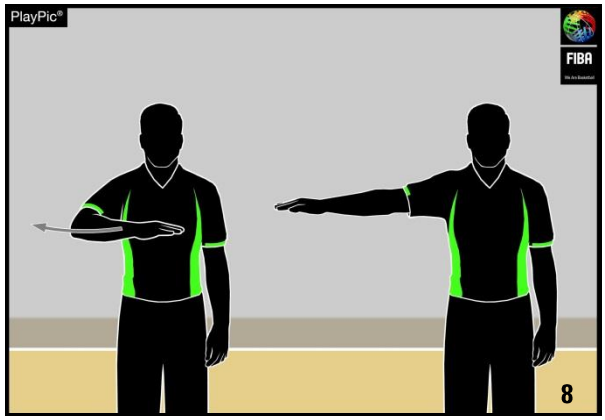
Informative

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



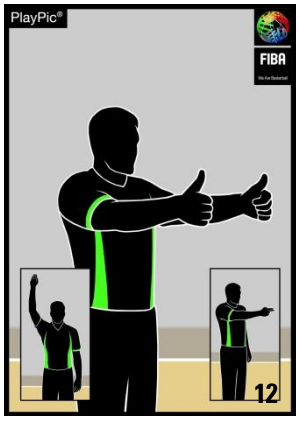
Rotate hand, extend index finger

OUT-OF-BOUNDS



Point arm in parallel to sidelines

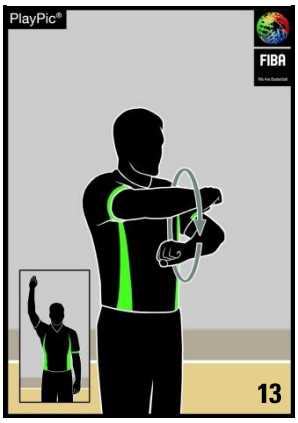
HELD BALL/JUMP BALL SITUATION



Thumbs up

Violations

TRAVELLING



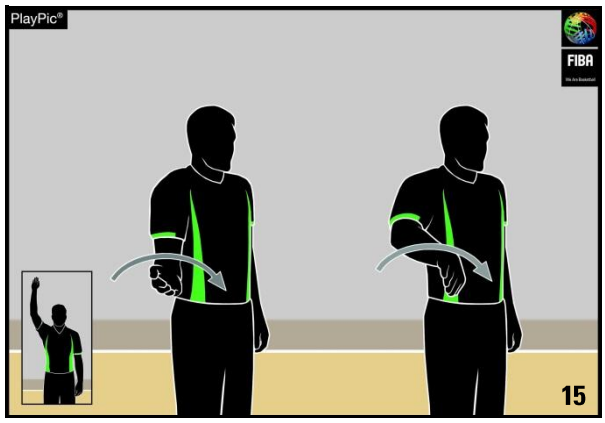
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



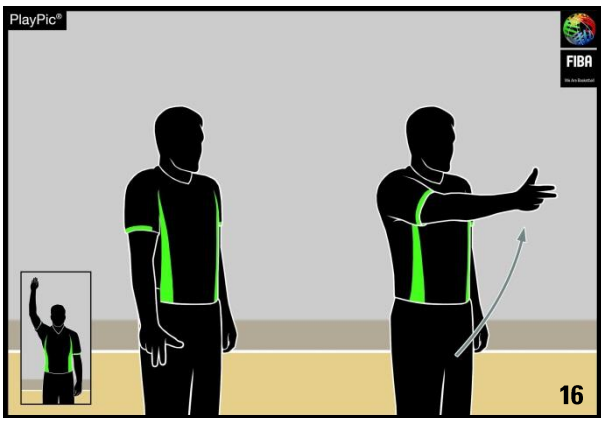
Patting motion with palm

ILLEGAL DRIBBLE: CARRYING THE BALL



Half rotation with palm

3 SECONDS



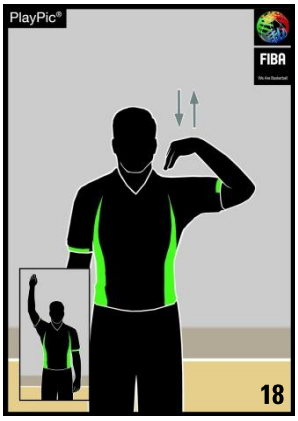
Arm extended, show 3 fingers

5 SECONDS



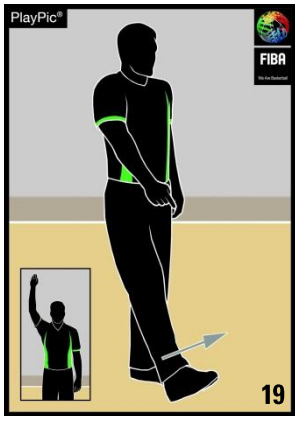
Show 5 fingers

12 SECONDS



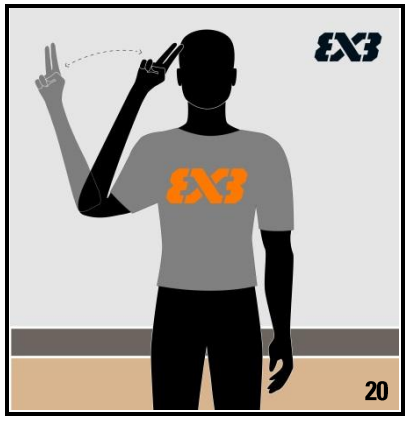
Fingers touch shoulder

DELIBERATE KICK OR BLOCK OF THE BALL



Point to the foot

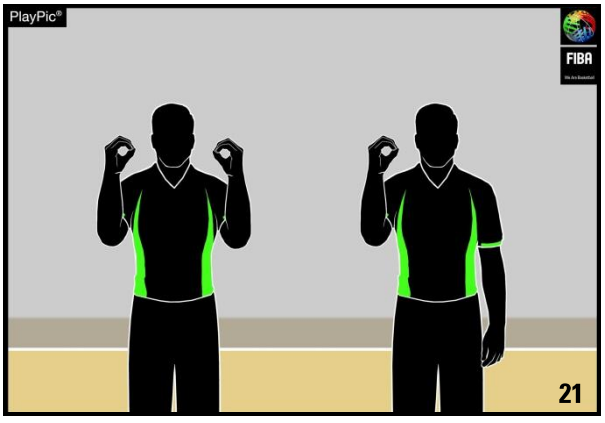
3x3-SPECIFIC: BALL NOT CLEARED



Waive upheld hand showing 2 fingers left to right

Number of Players

No. 00 and 0



Both hands show number 0

Right hand shows number 0

No. 1 - 5



Right hand shows number 1 to 5

No. 6 - 10



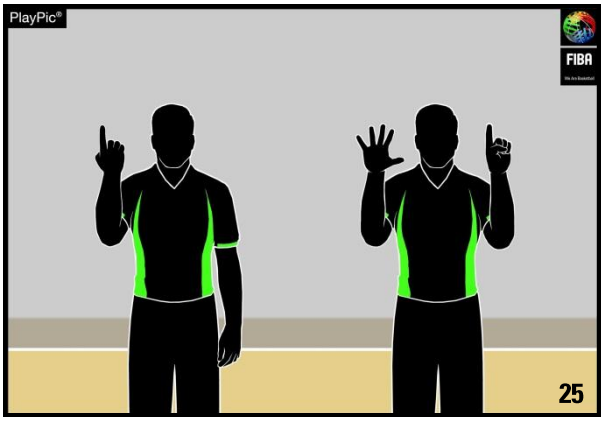
Right hand shows number 5, left hand shows number 1 to 5

No. 11 - 15



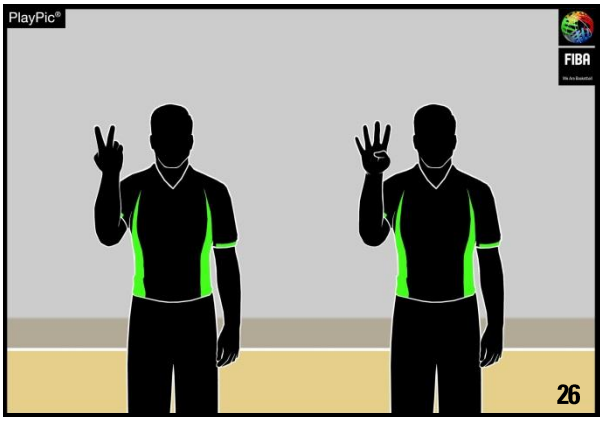
Right hand shows clenched fist, left hand shows number 1 to 5

No. 16



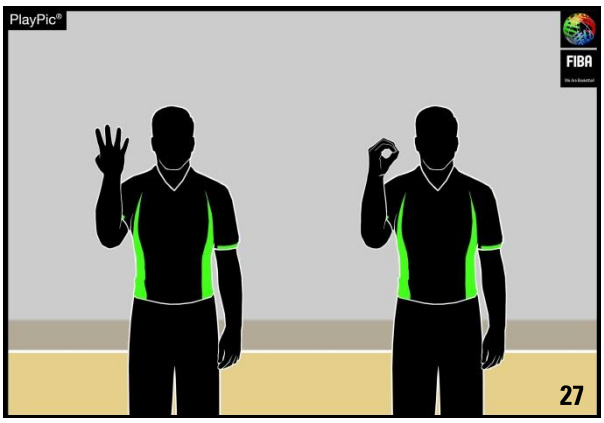
First reverse hand shows number 1 for the decade digit - then open hands show number 6 for the units digit

No. 24



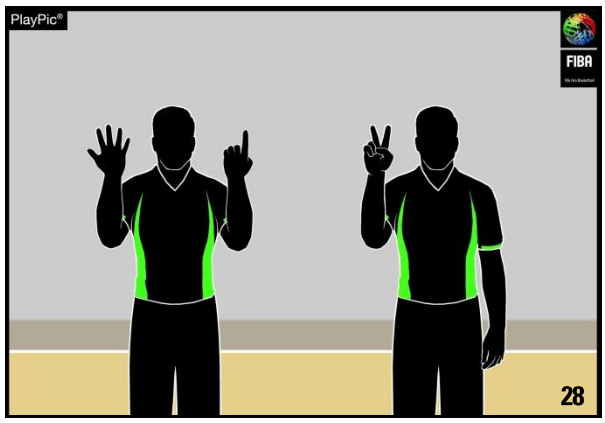
First reverse hand shows number 2 for the decade digit - then open hand shows number 4 for the units digit

No. 40



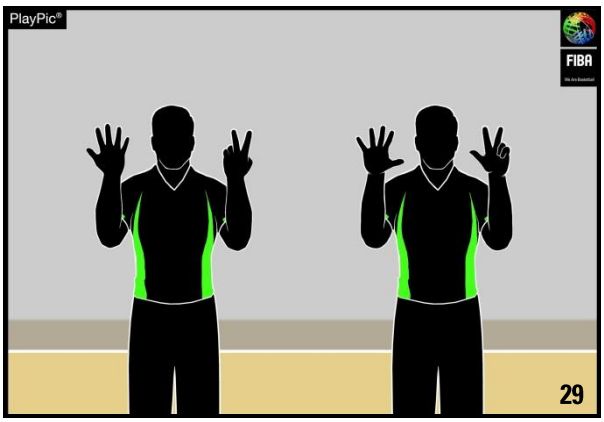
First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



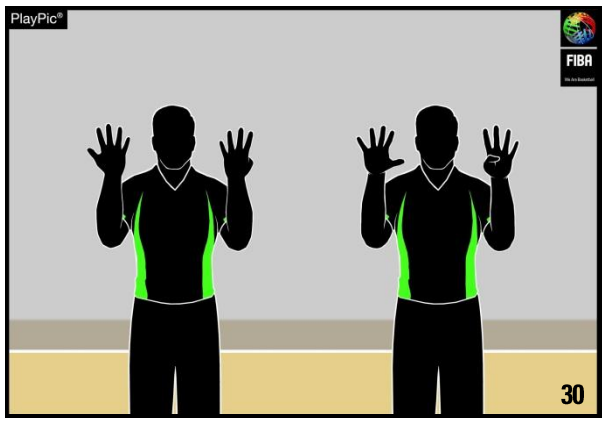
First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

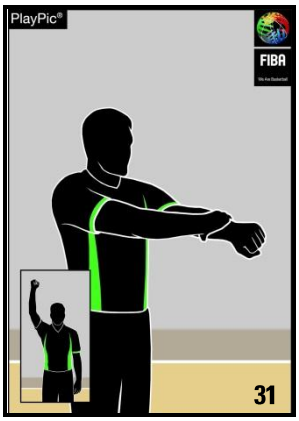
No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit

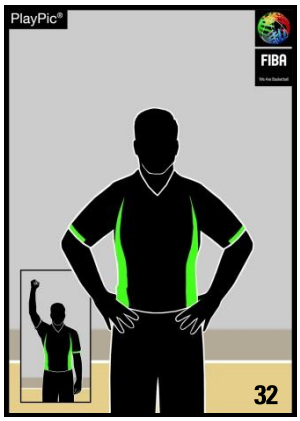
Type of Fouls

HOLDING



Grasp wrist downward

BLOCKING (DEFENSE), ILLEGAL SCREEN (OFFENSE)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

HOOKING



Move lower arm backwards

EXCESSIVE SWINGING OF ELBOW



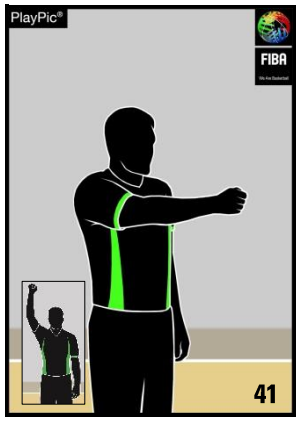
Swing elbow backwards

HIT TO THE HEAD



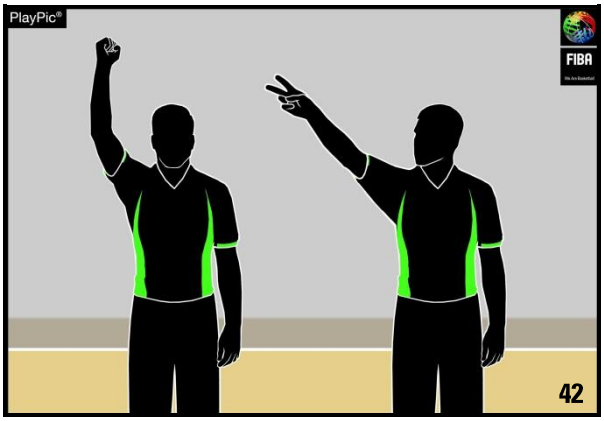
Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



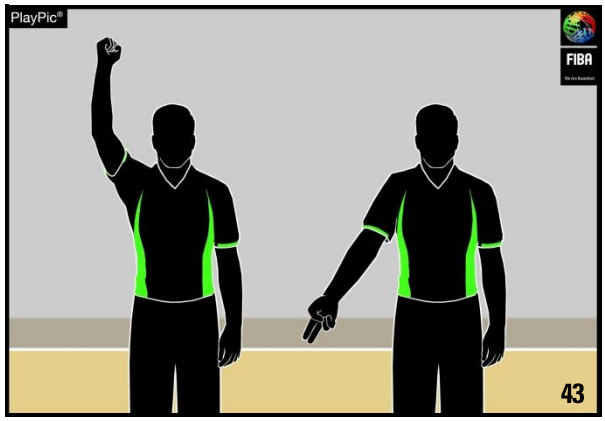
Point clenched fist towards basket of offending team

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

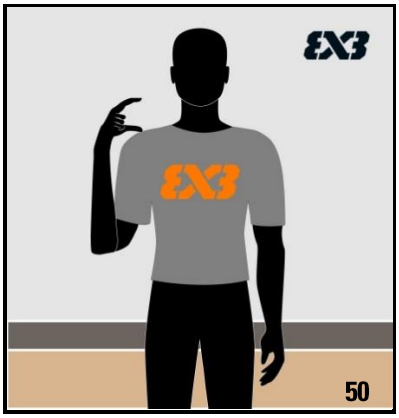
FAKE A FOUL



IRS REVIEW



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

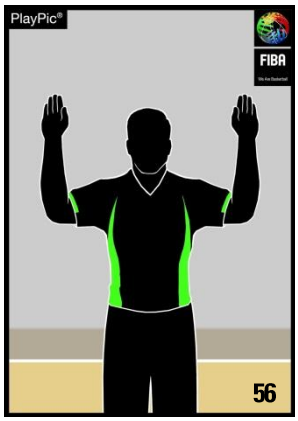
Administrating Free Throws

1 FREE THROW



Index finger

2 FREE THROWS



Fingers together
on both hands

Diagram 8 Referees' signals

B – THE SCORESHEET

FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
FIBA 3X3 SCORESHEET

Team A _____ Team B _____

Competition _____ Date _____ Referees #1 _____
Category _____ Time _____ #2 _____
Game No. _____ Court _____ Supervisor _____

Team A _____

Time out ☐ Team fouls 1 2 3 4 5 6 7 8 9 10+

Players	No.	Unsportsmanlike 1	Unsportsmanlike 2

Team B _____

Time out ☐ Team fouls 1 2 3 4 5 6 7 8 9 10+

Players	No.	Unsportsmanlike 1	Unsportsmanlike 2

Scorer _____
Timer _____
Shot Clock Operator _____

Running score

A		B		A		B	
	1	1			13	13	
	2	2			14	14	
	3	3			15	15	
	4	4			16	16	
	5	5			17	17	
	6	6			18	18	
	7	7			19	19	
	8	8			20	20	
	9	9			21	21	
	10	10			22	22	
	11	11			23	23	
	12	12					

Score (after regular time) A _____ B _____
Score (after overtime) A _____ B _____

Referee's Signature _____

Sports Supervisor's Signature _____

Game protest requested: ☐ Yes

Team's Name: _____

_____
(Player's signature)

Diagram 9 3x3 Scoresheet

B.1 The scoresheet shown in Diagram 9 is the official FIBA 3x3 scoresheet.

B.2 It consist only of 1 original for the governing body of the 3x3 competition.

Note: 1. The scorer shall use a coloured, permanent pen, BLUE or BLACK, for all entries.

2. The scoresheet may be prepared and completed electronically.

B.3 Before the game the scorer shall prepare the scoresheet in the following manner:

B.3.1 He shall enter the names of the 2 teams in the space at the top of the scoresheet. The **team 'A'** shall always be the first team named in the schedule. The other team shall be **team 'B'**.

B.3.2 He shall then enter:

- The name of the competition.
- The category in which the game is played.
- The number of the game.
- The date, the time and the court where the game is played.
- The names of the referees and of the sport supervisor.



Diagram 10 Top of the scoresheet

B.3.3 Team 'A' shall occupy the upper part of the scoresheet, team 'B' the lower part.

B.3.3.1 In the first column, the scorer shall enter each player's name and initials in the order of the shirt numbers, using the list of team members as provided by the organizer or team representative.

B.3.3.2 If a team presents fewer than 4 players, the scorer shall draw a line through the space for the player's, name, number, in the line below the last entered player.

B.4 Time-outs

B.4.1 Time-outs granted shall be entered on the scoresheet by entering "X" in the appropriate boxes below the team's name.

B.4.2 At the end of the game, unused boxes shall be marked with 2 horizontal parallel lines.

B.5 Fouls

B.5.1 Player fouls may be contact, technical, unsportsmanlike or disqualifying fouls.

B.5.2 Fouls committed by substitutes may be technical or disqualifying fouls.

B.5.3 Only unsportsmanlike or disqualifying fouls shall be entered next to player's name as follows:

B.5.3.1 An unsportsmanlike foul on a player shall be entered with an 'U'.

B.5.3.2 A disqualifying foul on player or substitute shall be entered with a 'D'.

B.5.4 At the end of the game, the scorer shall draw a thick line between the spaces that have been used and those that have not been used.

At the end of the game, the scorer shall obliterate the remaining spaces with a thick horizontal line.

B.6 Team fouls

B.6.1 Whenever a team commits a contact, technical, unsportsmanlike or disqualifying foul, the scorer shall enter the foul on the team by marking a large 'X' in the designated spaces in turn. In case of an unsportsmanlike or disqualifying foul, the scorer shall skip the next number and mark the next-but-one number with a large 'X' and a circle.

B.6.2 At the end of the game, the scorer shall obliterate the remaining spaces with 2 horizontal parallel lines.

B.7 The running score

B.7.1 The scorer shall keep a chronological running summary of the points scored by each team.

B.7.2 There are 2 main columns on the scoresheet for running score.

B.7.3 Each main column is divided into 4 columns. The 2 on the left are for team 'A' and the 2 on the right for team 'B'. The centre columns are for the running score (23 points) for each team.

The scorer shall:

- **First**, draw
  - a diagonal line (/ for right-handed or \ for left-handed) for any valid 1-point field goal scored,
  - a filled circle (●) for any valid free throw scored,
  - a circle for any valid 2-point field goal scored

  Over the **new total** number of points as accumulated by the team that has just scored.
- **Then**, in the blank space on the same side of the new total number of points (beside the new / or \ or ●), enter the number of the player who scored the field goal or the free throw.

A		B	
	1	1	
9	(2)	(2)	23
0	~~3~~	~~3~~	15
9	~~4~~	~~4~~	17
11	~~5~~	~~5~~	15
0	~~6~~	~~6~~	15
11	●	~~7~~	15
11	●	8	
11	●	(9)	23
	10	~~10~~	23
0	(11)	~~11~~	15
11	~~12~~	12	

Diagram 11
Running score

B.8 The running score/fouls: Additional instructions

B.8.1 A field goal accidently scored by a player shall count and shall be assigned to the last offensive player in ball control.

B.8.2 Points scored when the ball does not enter the basket (Art. 31) shall be entered as having been scored by the player who attempted the shot.

B.8.3 At the end of the game, the scorer shall draw a thick horizontal line under those points and under the number of each player who scored those last points.

B.8.4 Whenever possible, the scorer should check his running score with the visual scoreboard. If there is a discrepancy, and his score is correct, he shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, he shall inform the sports supervisor (if present) or the referees as soon as the ball becomes dead and the game clock is stopped.

B.8.5 The referees may correct any error in scorekeeping involving the score, number of fouls or number of time-outs under the provisions of the rules. The sports supervisor (if present) or a referee shall sign the corrections. Extensive corrections shall be documented on the reverse side of the scoresheet.

B.9 The running score: Summing up

B.9.1 At the end of regular playing time or overtime, the scorer shall enter the score of regular playing time and overtime (if any) in the proper section in the lower part of the scoresheet.

B.9.2 At the end of the game, the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. He shall also draw a diagonal line to the bottom of the column in order to obliterate the remaining numbers (running score) for each team.

B.9.3 All table officials shall enter their full names in block letters in the scoresheet.

B.9.4 The sports supervisor, if present, shall be the last to approve and sign the scoresheet; otherwise, this shall be the referees' responsibility. This act terminates the referees' administration and connection with the game.

Note: Should the player sign the scoresheet under protest (using the 'Game protest requested' checkbox), the table officials and the referees shall remain at the disposal of the sports supervisor until he gives them the permission to leave.

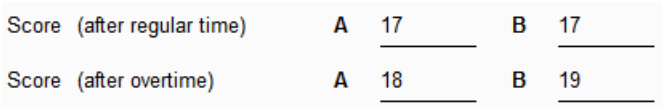


Diagram 1 Final Score in Scoresheet

C – PROTEST PROCEDURE

C.1 A team may file a protest if its interests have been adversely affected by:

a) An error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the referees.
b) A decision to forfeit, cancel, postpone, not resume or not play the game.
c) A violation of the applicable eligibility rules.

C.2 In case of a team's protest, only the official video and materials may be used to take a decision.

C.3 In order to be admissible, a protest shall comply with the following procedure:

a) A player of that team shall sign the scoresheet immediately at the end of the game and provide a written explanation of the protest reasons, on the reverse side of the scoresheet, before the referees and the sports supervisor, if present, have signed the scoresheet.
b) A fee of USD 200 shall be applied to each protest and shall be paid in case of the protest is lost.

C.4 The sports supervisor (or a person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event), shall decide on the protest as soon as possible, in any case no later than before the next pool phase or next elimination round starts. His decision is considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, the decisions on the eligibility may be appealed as provided for in the applicable regulations.

D – CLASSIFICATION OF TEAMS

D.1 Standings of teams

For both in pools and in overall competition standings (other than standings in tours), 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. Each step shall be calculated only once. If teams are still tied after one step, the next step shall be applied to break the tie between those teams still tied:

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), albeit considering never more than 21 points in each single game, irrespectively if score is above 21.

If teams are still tied after those 3 steps, the team(s) with the highest seeding win(s) the tie-breaker.

The standings in tours (whereas tours are defined as series of connected tournaments) shall be calculated for the tours denominator, i.e. either players (if players can create new teams in each tournament) or teams (if players are bound to one team for the whole tour). The tour standings order is as follows:

1. Standings in final event or prior to it, being actually qualified to tour final.
2. Tour standing points collected for final standings at each tour stop.
3. Most wins collected in the tour (or win ratio in case of unequal number of games).
4. Most points scored in average during the tour (without considering winning scores of forfeits) albeit considering never more than 21 points in each single game, irrespectively if score is above 21.
5. Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.

Irrespectively of tournament size, tour points are awarded in each tour's tournament for tour standing purposes:

Tournament standing	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17-32	33+	DQF
Tour points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9	3	1	0

Tour seedings are done with all the team participating in a tour irrespectively if they shall play or not at the next event.

D.2 Seeding rules

Team are seeded correlatively to the ranking points (sum of the team's 3 best players ranking points prior the competition), except if otherwise foreseen by the competition's regulations. In case of same team ranking points, seeding shall be determined randomly prior to the competition.

In national team competitions, seeding shall be done based on the 3x3 Federation Ranking.

E – ADAPTATION TO U12 CATEGORIES

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

1. Insofar possible, the basket may by lowered to 2.60 m
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 referees shall give them a warning by counting the last 5 seconds.
4. Penalty situations are not applicable. All fouls are followed by check-ball, except those in act of shooting, technical fouls and unsportsmanlike fouls.
5. No time-outs are granted.

The flexibility offered by Art. 8.7 shall be discretionally applied as considered convenient.

END OF RULES
AND
GAME PROCEDURES



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