

# BASKETBALL

## 3X3

TECHNICAL RULES AND  
REGULATIONS





# BASKETBALL 3x3

## TECHNICAL RULES AND REGULATIONS

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# BASKETBALL 3x3

## TECHNICAL RULES AND REGULATIONS

### GENERAL

The purpose of the “ISF Basketball 3x3 Technical Rules and Regulations” is to provide standardised rules and regulations for all Basketball 3x3 competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy and the ISF General Competition Regulations.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner.

The specific objectives of this document are to:

1. Define and specify the **general conditions** under which participants can take part in the ISF basketball 3x3 events;
2. Determine the **delegation composition**;
3. Determine the **sport program**;
4. Determine the **technical rules**.
5. Set the **draw** procedure
6. Set **protests and appeals** procedure

Please note that the technical rules and regulations are applicable to all ISF events. In case of variation of rules and regulations in relation to the type of event, the variation will be specified in the text.

### 1. GENERAL CONDITIONS

The competition of ISF Basketball 3x3 events will be run according to the ISF rules and regulations and International Basketball Federation (FIBA) technical rules under the direction of the ISF Basketball 3x3 Technical Commission. Any decisions over matters not mentioned in the present document will be taken by the ISF Technical Commission.

- The ISF Basketball 3x3 events are open to school teams and/or selected teams. Specific sports formats shall be described in the event bulletins.
- The competition is categorised as: boy categories, girl categories.
- Mixed teams are not allowed.
- The composition of each delegation, age category and number of teams that each ISF Basketball 3x3 event is accepting will be defined for each event accordingly.
- The competition is held over (4) days for any event type.

### AGE CATEGORY

- **For the U15 category**, students aged **13, 14 and 15** on 31 December of the year of the competition concerned can participate.
- **For the U18 category**, students aged **16, 17, and 18** on 31 December of the year of the competition concerned can participate.



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### 2. DELEGATION COMPOSITION

Each delegation will consist of:

- Head of delegation
- Deputy Head of delegation (where applicable)
- Additional adults
- Athletes
- Team officials
  - Coaches
  - Other team officials
- Field of play officials (referees)

#### HEAD OF DELEGATION (HoD)

- HoD shall be the main intermediary between the delegation and the Local Organising Committee, the ISF Technical Commission and the ISF Delegate.
- They may not combine their role of HoD with that of a coach or any other official role.
- Each delegation is entitled to enter 1 HoD.

#### DEPUTY HEAD OF DELEGATION (Deputy HoD)

- The role of Deputy HoD is to assist the Head of Delegation.
- The presence of the Deputy HoD is not mandatory.
- Number of Deputy HoD depends on the size of the delegation. Specific numbers shall be defined in the event bulletins.

#### ADDITIONAL ADDULTS

- The function of additional adults can be: interpreter, security personnel, ministry representative, media, etc.
- The presence of additional adults is not mandatory.
- The function of each additional adult must be specified during the registration process.
- Any other additional persons not specified during registration or exceeding the limit specified in this document will not be considered part of the official delegation and will not be accredited by the LOC.
- Number of additional adults depends on the size of the delegation. Specific numbers shall be defined in the event bulletins.

#### ATHLETES

- Athletes must be students attending schools that provide general education.
- Athletes must be enrolled as full-time students at a school in the country which they represent.
- Each team is entitled to enter:
  - ✓ a minimum of three (3) athletes,
  - ✓ a maximum of four (4) athletes.

#### TEAM OFFICIALS

##### *Coaches*

- The presence of a coach is mandatory.
- Teams cannot participate in the competition without the presence of a coach.



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- Each team is entitled to enter one (1) coach.

### *Other Team officials*

- The function of other team officials can be: doctor, trainer, physiotherapist, statistician, team manager etc.
- The presence of the other team officials is not mandatory.
- The function of the other team officials must be specified during the registration process.
- Any person not specified during registration or exceeding the limit will not be considered part of the team.
- Each team is entitled to enter up to one (1) other team official.

### FIELD OF PLAY OFFICIALS

- Each team shall enter one (1) field of play official (referee).
- The Field of play officials cannot combine their position with other positions, such as heads of delegation, team officials or additional adults.
- Field of play officials (referees) shall be in possession international (FIBA 3x3) or national qualification depending on the event type. The Level of qualification shall be described in the events bulletins.
- The qualification will be reviewed and approved by the ISF Basketball 3x3 technical commission. Delegations must provide certificates for field of play officials during the registration process.
- Failure to provide the required number of field of play officials (referees) will lead to a fine of 900 € payable to the organiser prior to the competitions.

## 3. SPORT PROGRAM

### *EVENTS*

- Boys and Girls Tournament

## 4. TECHNICAL RULES

### *SYSTEM OF PLAY*

Please refer to the ISF General Competition Regulations.

- First part of the competition:  
Qualification games in groups (all x all)
- Second part of the competition:  
Classification games by a knockout system.

System of play according to the number of teams:

#### **12 teams**

- ✓ The teams will be divided into four groups of three teams.
- ✓ The qualification round will consist of three rounds of one match per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:



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➤ Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 12 for teams ranked 3rd in each pool.

# game	9th - 12th place		Final ranking games		
1	A3	C3	9th - 10th		W1 W2
2	B3	D3	11th - 12th		L1 L2

### 16 teams

- ✓ The teams will be divided into four groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

### 24 teams

- ✓ The teams will be divided into four groups of six teams.
- ✓ The qualification round will consist of five rounds of three matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Places from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			



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➤ Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

➤ Places from 17 to 24 for teams ranked 5th and 6th in each pool.

# game	17th - 24th		# game	17th - 20th		Final ranking games		
1	A5	C6	5	W 1	W 2	17th - 18th	W5	W6
2	C5	A6	6	W 3	W 4	19th - 20th	L5	L6
3	B5	D6	# game	21st - 24th		21st - 22nd	W7	W8
4	D5	B6	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			

### 32 teams

- ✓ The teams will be divided into eight groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

➤ Places from 1 to 8 for the winners of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C1	5	W 1	W 2	1st - 2nd	W5	W6
2	B1	D1	6	W 3	W 4	3rd - 4th	L5	L6
3	E1	G1	# game	5th - 8th place		5th - 6th	W7	W8
4	F1	H1	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

➤ Places from 9 to 16 the runners-up from each pool

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A2	C2	5	W 1	W 2	9th - 10th	W5	W6
2	B2	D2	6	W 3	W 4	11th - 12th	L5	L6
3	E2	G2	# game	13th - 16th place		13th - 14th	W7	W8
4	F2	H2	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

➤ Places from 17 to 24 for teams ranked 3<sup>rd</sup> in each pool.

# game	17th - 24th place		# game	17th - 20th place		Final ranking games		
1	A3	C3	5	W 1	W 2	17th - 18th	W5	W6
2	B3	D3	6	W 3	W 4	19th - 20th	L5	L6
3	E3	G3	# game	21st - 24th place		21st - 22nd	W7	W8
4	F3	H3	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			



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➤ Places from 25 to 32 for teams ranked 4<sup>th</sup> in each pool.

# game	25th - 32 <sup>nd</sup> place		# game	25th - 28 <sup>th</sup> place		Final ranking games		
1	A4	C4	5	W 1	W 2	25th - 26th	W5	W6
2	B4	D4	6	W 3	W 4	27th - 28th	L5	L6
3	E4	G4	# game	29th - 32 <sup>nd</sup> place		29th - 30rd	W7	W8
4	F4	H4	7	L 1	L 2	31st - 32nd	L7	L8
			8	L 3	L 4			

\* ISF TC will adjust the system of play according to the final number of the registered teams

### SPECIFIC RULES

#### Court and Ball:

- A regular 3x3 playing court is 15m {width} x 1 1m {length}
- Only FIBA 3x3 Official balls can be used for the entirety of the tournament. LOC must provide 10 FIBA official balls.

#### Teams:

- 4 players; 3+ 1 substitute

Note: game must start with 3 (three) players

#### Initial possession:

- Coin flip

Note: the team that wins the coin flip decides whether it takes the ball at the beginning of the game or leaves it, in order to get it in a potential overtime

#### Scoring

- 1 point or 2 points if scored behind the arc
- 1 point or 2 points if scored in free throw (s)

#### Game duration & shot clock:

##### U 15 category

- 1 x 8 minutes, regular playing time (group rounds)
- 1 x 10 minutes, regular playing time (ranking rounds)
- 12 seconds for a shot clock limit

##### U18 category

- 1 x 10 minutes, attack time 10 seconds.

#### Time out:

- 1 per team, at first dead ball after 6:59 and 3:59 dead ball 30 seconds

#### The result of the match

##### U15 category

- The first team to score 15 points or more wins the game if it happens before the end of regular playing time. (group rounds)





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- The first team to score 21 points or more wins the game if it happens before the end of regular playing time. (group rounds)
- This “sudden death” rule applies to the regular playing time only (not to a potential overtime).

### U18 category

- The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).

### Overtime

- If the score is tied at the end of regular playing time, an overtime shall be played,
- There shall be a break of 1 minute before the overtime starts
- The team that first scores 2 (two) points wins the game.

### Foul committed on a player in the act of shooting:

- 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
- If the shot released from behind the arc is unsuccessful, 2 free throws.

### Team bonus of personal fouls fulfilled:

Team fouls 7, 8 and 9 :

- shall always be penalized with 2 free throws.

Team foul 10:

- shall be penalized with 2 free throws and ball possession.

### Technical foul

- Always penalized with 1 free throw.
- 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.

### Unsportsmanlike and disqualifying fouls:

- The first UF = penalized with 2 free throws, but no ball possession.
- All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.

### How the Ball is played:

#### Possession following a successful goal :

- Defense possession
- Right underneath the hoop
- Ball to be dribbled or passed to a player behind the arc
- Defensive team not allowed to play for the ball inside the no-charge semi: circle' area underneath the basket.



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### Following a dead ball:

Check-ball ,i.e. exchange of ball behind the arc (at the top of playing court).

### Following a defensive rebound or steal :

Ball to be dribbled/passed to behind the arc

### following a jump ball situation :

Defense possession

### Substitutions:

- In dead ball situations, prior to the check ball
- The substitute can enter the game after his teammate steps off the court behind the end line opposite the basket Substitutions require no action from the referees or table officials

For the full official FIBA 3x3 Rules of the Game, please refer to

<https://fiba3x3.com/en/documents.html>

### *RANKING SYSTEM AFTER GROUP PHASE*

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
3. Most points scored in average.
4. If teams are still tied after those three steps, the one(s) with the highest total number of points of the 3 highest ranked team players who entered the tournament on the day before the competition.

### **Game run - down**

The competition schedule reserves :

- U18 category - 20-minute slots per game. 25-minute slots can be reserved for Semi-Finals and Final.
- U15 age category - 15 minute slot per round game

### *OTHER RULES*

- All teams must show up at the competition venue not later than 20 minutes before the scheduled beginning of the match.
- A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play.
- A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.
- A team losing by default or a forfeit will be disqualified from the competition.
- 15 minutes before the beginning of the match, referees shall check players of both teams according to the specified lists.
- Shirt numbers from 00 to 99 shall be used. All players shall wear the same shirt number



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throughout the whole tournament.

- The brand of the official competition ball shall be communicated in Bulletin 2.
- 01 warm-up balls per team will be provided by the Local Organising Committee (LOC) before the game; teams needing more than 01 warm-up balls must bring their own extra balls.

### ENTERTAINMENT

#### General Principle

Turning the 3x3 tournament into days filled with entertainment for all sports fans and all types of public – on and off the court – gives number of advantages:

- The atmosphere around the event is heightened by music, suspense, encouragement and interaction between the crowd and the MC.
- The more activities are planned on the sidelines, the more opportunities there are for sponsors, and hence for generating revenues.

#### MC and DJ

The role of the MC and the DJ is crucial to create a powerful and exciting atmosphere around the courts. The DJ must have an unobstructed view of the court and of the MC, who will often be moving around and/or interacting with players and spectators.

#### Dunk contest

The Dunk Contest is traditionally the most successful and entertaining individual competition which can be organized around a basketball event.

#### Crowd interaction and giveaways

Depending on sponsors' activation, LOCs might decide to put in place on-court activities to drag the participation of the spectators.

## 5. DRAW

- The ISF is responsible for establishing, criteria's and fixing timing of the draw.
- The ISF Technical Commission is responsible of the draw.
- The draw will take into account results achieved in previous ISF Basketball 3x3 competitions and any other information relevant to ISF.

## 6. PROTESTS AND APPEALS

Appeals involving results or any matter not concerning discipline will be heard by the Appeal Jury. The appeal must be lodged within 15 minutes of the incident and be submitted in English. The payment of amount 50€ must accompany the appeal and is to be paid to LOC in cash. This payment will be refunded only if the appeal is upheld or at the discretion of the Appeal Jury. In the case of an unsuccessful appeal, the payment will be retained by the ISF.



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