



2019 SECONDARY SCHOOL 3X3 CHAMPS

RULES OF THE GAME

This document outlines the Official FIBA 3X3 Basketball Rules of the Game with outlined amendments made by Basketball New Zealand (BBNZ) specifically for the Secondary School 3X3 Champs.

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

Art. 1 Court and Ball

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

A size 6 ball shall be used in all categories.

Art. 2 Teams

Each team shall consist of minimum 3, to maximum 5 players (3 players on the court and 2 substitutes).

Note: No coach on the playground, no remote coaching from the bleacher is allowed during all game situations

Art. 3 Game Officials

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

Art. 4 Beginning of the Game

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

4.2. One paper, scissor, rock game shall determine which team gets the first possession. The team that wins can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

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

Art. 5 Scoring

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

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

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



Art. 6 Playing time/Winner of a Game

6.1. The regular playing time shall be as follows: one period of 12 minutes continuous playing time.

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

6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

Teams shall be classified according to their win-loss records, namely two (2) points for each game won, one (1) point for each game lost and zero (0) points for a game lost by forfeit or default.

6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in any case.

6.6. A team losing by default or a tortuous forfeit may be disqualified from the competition.

Art. 7 Fouls/Free Throws

7.1. A team is in a penalty situation when it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to art. 15.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

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

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

7.5. All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

Art. 8 How the Ball is Played

8.1. Following each successful field goal or last free throw (ex article 7.5):

- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

- The defensive team is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

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

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

- If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

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

8.4. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

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

8.6. In the event of a jump ball situation, the defensive team shall be rewarded the ball.

Art. 9 Stalling

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

9.2 Teams must attempt a shot within 12 seconds. As the 3x3 Champs do not use shot clocks, the referee will give teams a time warning by counting down the last 5 seconds. If teams have still failed to get off a shot possession of the ball shall be awarded to the defensive team.



Art. 10 Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throws. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

Art. 11 Time-outs

11.1. One 20-second time-out is granted to each team. A player can call the time-out in a dead ball situation. (All timeouts must be completed before the last 2 minutes of the game)

Timeout time is absorbed into the 12 minute game time: i.e. when the final horn sounds all games must stop (unless the game is in an overtime situation)

Note: time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live pursuant 8.1.

Art.12 Protest Procedure

See below.

Art. 13 Standings of Teams

Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within pools only);
3. Most points scored in average (without considering winning scores of forfeits).

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

Art. 14 Seeding Rules

See below.

Art. 15 Disqualification

A player committing 2 unsportsmanlike fouls may be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer may disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of FIBA's Anti-Doping rules (Book 4 of the FIBA Internal Regulations) or any other breach of the FIBA Code of Ethics (Book 1, Chapter II of the FIBA Internal Regulations). The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Article 15.



Tournament Rules

The 3x3 Champs will use BBNZ Internal Regulations, FIBA 3X3 Rules (as per amendments above amendments), FIBA Rules and NZSSC Regulations and Eligibility.

NZSSSC Regulations for 3x3 Basketball

Introduced NTS quota for 3x3 basketball in 2016. The NZSSSC board agreed to add 3x3 basketball to the list of NZSSSC quota sports. To be consistent with other 3 sided sports in the NZSSSC NTS Quota list the quota was set at 2 (to be reviewed in the next cycle for 2019).

- 3x3 basketball will have an NZSSSC New to School quota - max 2.

Relocation Exemption (PCRE).

PCREs were introduced to allow students that relocated with their primary caregiver and could not have reasonably been expected to remain at their previous school to be exempted from the New to School (NTS) quota for teams.

- A MAXIMUM of 2 PCRE's issued in any calendar year may be included in any team that has a NZSSSC NTS quota. (includes 3x3 and Premierships/Nationals)

Tournament Details

- A team consists of one coach, one referee and minimum 3, maximum 5 players. Only players are to be seated on the bench or designed to a bench area.
- Under FIBA regulations, only 4 players can be registered per team to receive 3x3planet.com points. BBNZ is allowing 5 players per team to accommodate injuries occurred by teams travelling long distances to this event. Therefore, teams need to select one of the five players (if they have 5) who will not receive 3x3planet.com points when the roster form is sent to you by BBNZ.
- A team Coach cannot coach during a game and in a time out.
- The 3x3 Champs is offering a Junior (year 9 and 10 only) and Senior (Be under 19 years of age at the first of January in the year of the competition) gender grades.
- No mixed teams.
- A team may play between 2-5 games a day.

Team Roster

Please ensure all players, referees and team management are registered with BBNZ and the players are eligible to compete in the tournament and comply with NZSSSC rules and regulations.

Seeding/Pool

Seeding of teams is taken from the previous years Secondary Schools 3X3 Champs final team placing. The result from external (non BBNZ) competitions and/or tournaments is not used in the seeding process.

Draw

BBNZ cannot guarantee that team requests will be catered for in the draw.

A reminder that forfeits or not playing scheduled games will incur a **\$100 fine**. An invoice will be sent to the school and must be paid before the school can enter another BBNZ event.



Score Sheets

Teams are to complete score sheets prior to their game located outside of the tournament office. Please ensure that all players are listed on the first score sheet as they will be checked against team rosters. No further changes will be allowed to players named.

Once the Technical meeting has commenced no changes may be made to team rosters, only those players listed on the scoresheet for the first game may participate in the remainder of that Tournament as players.

Uniforms

Each team shall provide one 'light' set of uniforms and one 'dark' set of uniforms, Teams shall use numbers 0 and 00 and from 1 to 99.

In the event of a clash Team A is to wear their light coloured uniforms and Team B is to wear their dark coloured uniforms unless both teams come to a mutual agreement.

Times

- Warm Up and Game Changeover - 8 minutes
- Playing Time - 1 x 12 minute running clock game
- Extra Period – the first team to score 2 points in the overtime wins the game.
- Extra Period Intervals – 1 minutes
- Timeout – 1 x 20 seconds (All timeouts must be completed before the last 2 minutes of the game)

Scorebench

Scorebench must have a minimum of 3 people as per an outlined roster. The roster will be distributed closer to the tournament.

Skills Challenges

The 3x3 Champs will include two Skills Challenges which all players are able to enter:

1. Dunk Contest
2. Shoot Out

FIBA 3X3 Planet

As a player, by joining the FIBA 3X3 Planet, you'll be able to compare your skills with your friends, and even with pros on the international circuit. The more events you play, the more ranking points you'll get. You may even catch the eye of national selectors as they look to identify talent for New Zealand representative 3X3. Register at www.3x3planet.com/signup/.