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2022 3X3 NZ SECONDARY SCHOOLS CHAMPS

RULES OF THE GAME

This document outlines the Official FIBA 3x3 Basketball Rules of the Game with some Basketball New Zealand (BBNZ) amendments specifically for the 3x3 NZ Secondary School 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.

Team Roster	<ul style="list-style-type: none"> • Each team shall consist of minimum 3, to maximum 5 players (3 players on the court and 2 substitutes). • Under FIBA regulations, only 4 players can be registered per team to receive play.fiba3x3.com points. BBNZ is allowing 5 players per team to accommodate injuries occurred by teams travelling long distances to this event. • Note: no coach on the playground, no remote coaching from the bleacher is allowed during all game situations
Beginning of the game and Playing Time	<ul style="list-style-type: none"> • Both teams shall warm-up simultaneously prior to the game. • 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. • The regular playing time shall be as follows: one period of 12 minutes continuous playing time. • 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). • If the score is tied at the end of playing time, an extra period of time will be played. Once both teams and the official are ready the overtime starts. • The first team to score 2 points in the overtime wins the game.
Playing of the Ball	<ul style="list-style-type: none"> • Following each successful field goal or last free throw: <ul style="list-style-type: none"> - 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. • Following each unsuccessful field goal or last free throw (except those followed by ball possession): <ul style="list-style-type: none"> - 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). • If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling). • 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. • A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc. • In the event of a jump ball situation, the defensive team shall be rewarded the ball. • Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.



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Fouls	<ul style="list-style-type: none"> • A team is in a penalty situation when it has committed 6 fouls. Players are not excluded based on the number of personal fouls. • 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. • 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.
Shot Clock	<ul style="list-style-type: none"> • Teams must attempt a shot within 12 seconds. As the 3x3 Champs does not use shot clock, 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.
Substitutions	<ul style="list-style-type: none"> • 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 their teammate steps off the court and establishes a physical contact with them. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.
Time Outs	<ul style="list-style-type: none"> • There are no time outs.
Disciplinaries	<ul style="list-style-type: none"> • A player committing 2 unsportsmanlike fouls may be disqualified from the game by the referees and from the event by the organiser. Independent thereof, the organiser 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 organiser may also disqualify the entire team from the event depending on the other team 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 remains unaffected by any disqualification under this Article 15.
Classification of teams	<ul style="list-style-type: none"> • 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. • A team shall lose the game by forfeit if the team is not present or is unable to field 3 registered players. The team will be given 2 minutes, from tipoff to field a registered team on court. Failing to field a team within the 2 minutes will result in a forfeit. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win). Forfeit of Game - \$100 fine. • 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. • A team losing by default or a tortuous forfeit may be disqualified from the competition. • 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: <ul style="list-style-type: none"> • Most wins (or win ratio in case of unequal number of games in inter-pool comparison). • Head-to-head comparison (only taking win/loss into account and applies within a pool only). • Most points scored in average (without considering winning scores of forfeits). • If teams are still tied after those 3 steps, the team(s) with the highest seeding win(s) the tie-breaker. • There are no game protests