



BBNZ Junior Secondary School 3x3 Presentation



Please direct any rules queries to -

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Tuia i runga
Tuia i raro
Tuia i waho
Tuia i roto
Tuia te haere tangata
Ka rongo te pō
Ka rongo te ao
Haumi e, hui e, taiki e!

Unite above
Unite below
Unite without
Unite within
United as one
Listen to the night
Listen to the world of light
Now we can come together
Together as one!



BASKETBALL
New Zealand

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Outline

1. The Basics
2. Violations
3. Fouls and Penalties
4. Warnings/Technical Fouls
5. 12 Seconds
6. Contact Criteria
7. Court Coverage



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3x3 Vocab

- Half Court
- 1 point/2 point zone
- No charge circle
- Check ball
- Score table
- Referee positions
- Warm up
- 5 players per team (two subs)
- 10min stop clock games
OR first to 21 points





How to win a game?

- First to 21 points
- Team winning after 10 minutes
- First to 2 points in overtime

Max score

- 21 in regulation time (which is a new rule as of 2024).
- 23 in overtime

If a team is on 20 points and have two free throws due to the other team fouling 7+ Team Fouls. If they make the first, do not shoot the second free throw.



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Paper/Scissors/Rock

- Approximately a minute before the game starts, one of the referees are to ask one player from each team to do paper/scissors/rock best out of one.
- Mark scoresheet with Paper/Scissors/Rock winner (or you will forget!)
- Team who wins Paper/Scissor/Rock decides whether to start game or start overtime.
- This may be different to what is done at your local association as some referees use a coin which is best practice but due to limited resources and easy consistency we will be doing paper/scissors/rock.



Re-starting Game/Check Ball

Check balls occur:

- Start of Game
- After
 - Foul (not shooting)
 - Out of Bounds
 - Violation
 - Jump Ball
 - Delay of Game Warning





Re-starting Game/Check Ball

- Offensive Player Must:
 - Stand above 2 point line in centre of court on split line.
- Defensive Player Must:
 - Reasonable distance (1m approx.)
 - Wait for offence to control ball
 - Pass ball within reach
 - No spinning ball
 - Can bounce pass or straight pass to normal catching position





Check balls can be a bounce pass, or hand over but must be chest height. Passes outside of chest height are advised to be called Game Delay Warnings.

Re-starting Game/Check Ball



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Bad Check = Game Delay Warning for Team or Technical Foul if team has been warned.

On the check-ball white #7 immediately plays for the ball before black #6 has clear control of the ball.

A warning for delay of the game shall be given.
On the next delay of the game action by the white team a T-Foul shall be issued.



7:31		
NOVI SAD	3	4
HUMPOLEC	3	2



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After Basket Scored

- New Offensive Team Must:
 - Dribble or pass the ball out of the no charge circle
 - Not delay getting the ball (encourage them to pick it up)
 - Not travel, or go out of bounds as soon as they have control of ball after basket.
- New Defensive Team Must Not:
 - Play at the ball after basket
 - Not actively defend inside no charge circle
 - Not impede new offensive team from going to get the ball

If ball goes out – check ball

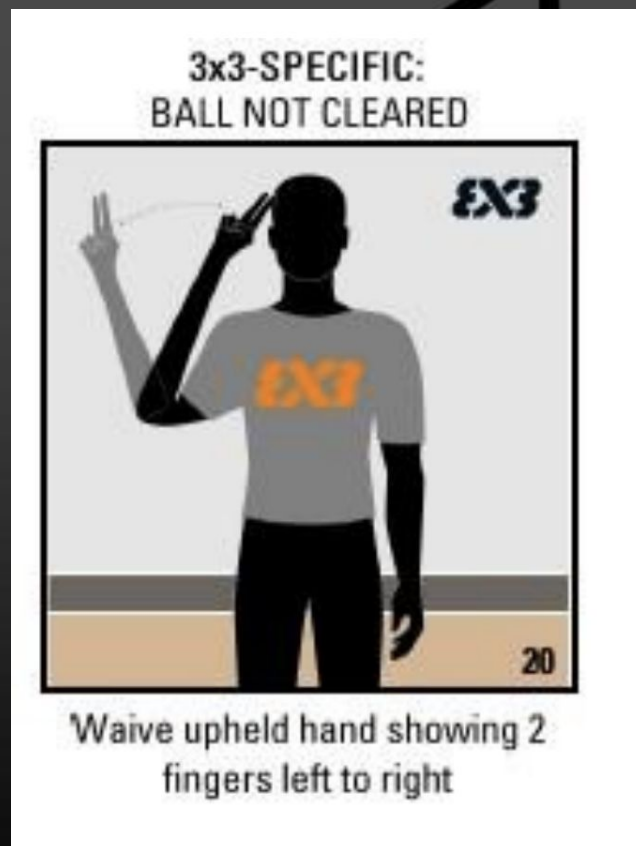
If ball doesn't stay inside no-charge circle – keep playing.





Clearing the Ball

- Must clear the ball after basket or turnover before taking shot
- Must have part of body touching the two point area and nothing touching the 1 point area
- No clear ball violation occur as soon as player shoots ball
- Referees will signal and shout if team hasn't cleared ball
- If player fouled in AOS, no clear takes precedence (unless TF/US)
- Don't need to clear ball on offensive rebound
- Must be aware of last team control as if a jump ball occurs from a rebound, it would go to the last defensive team – concentration required!





Clearing the Ball





Not Clear Violation

Black #4 receives a pass from underneath the basket after a made free throw. His one foot is inside the arc, the other foot is outside the arc. He never lifts the foot inside the arc before starting his shooting motion.

A violation for not clearing the ball shall be called in the moment when the shot is released.



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Substitutions

- Non-active player sits in a chair behind trail referee. In BBNZ SS3x3 Junior 3x3, teams will be allowed two subs (5 plays in total).
- Non-active player must be seated. Do not start game if they are standing
- Substitutions can be made during any dead ball including between free throws.
- There is no requirement for players to request the sub with officials
- A substitution cannot be made during play or after any basket where play is not stopped.
- The penalty for an illegal substitution is a technical foul (no warning)



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3 Seconds Violation

- Apply the 3 second rule particularly if player has ball including dribbling the ball, regardless if they are about to shoot or not.
- Look at 12 second clock to help – particularly after a basket - if the shot clock is able to be seen.

After a basket, once they have picked up the ball, they have 3 seconds to get out of the key as well even before clearing.

- Use smartly and very strictly if team is trying to waste time after a basket.



Back to the basket (3 seconds)

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





Back to the basket (Offensive Stalling) 3 Seconds



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Time Outs

All of our Junior 3x3 tournaments will be running clock, with all games using that same clock for the game clock, so there will not be any timeouts allowed.



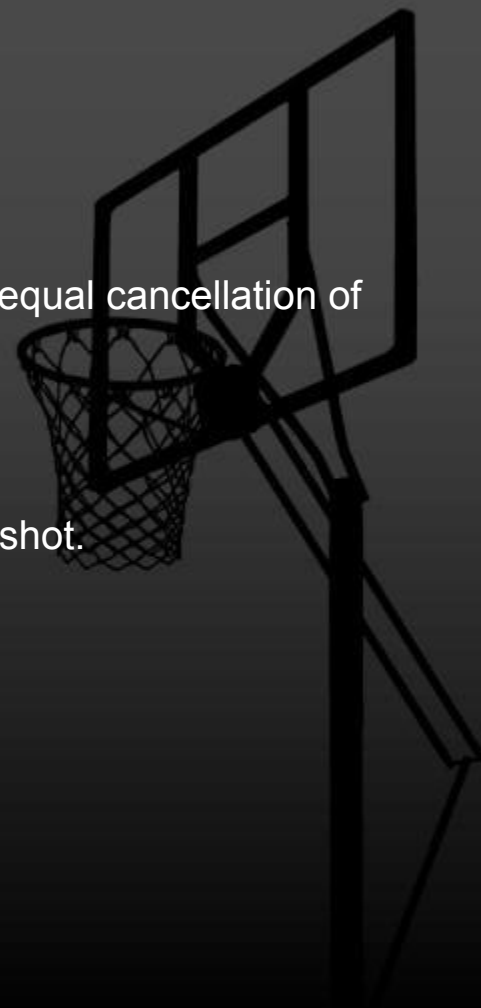
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Jump Ball

- Situation applies during
 - Held Ball
 - Game stopped with nobody in control of ball after double foul, equal cancellation of penalties or technical foul
- The team that is (or was last) on defence gets the check ball
- Very important to know who last had control of ball – particularly on shot.





Fouls

- Personal and Technical fouls are not counted or recorded against player
- UF/DF are recorded and counted against player – 2 UF on a player = Game Disqualification
- Team Fouls are counted
- UF/DF = 2 team fouls
- Double Foul – team who had control of ball gets the check ball back – no other penalties. No shot clock reset
- Using voice, tell the score table which team the foul is on.

“Blue Foul - Baseline ” - “Red Foul - 1 shot”





Team Foul Penalties

- Team Fouls 7-9 = 2 Free Throws
- Team Fouls 10+ = 2 FT + Check Ball

Team foul penalties do not apply for offensive fouls

Fouled in AOS (same regardless if basket counts or not)

- Team Fouls 1-6 = 1 Free Throw
- Team Fouls 7-9 = 2 Free Throws (including And 2)
- Team Fouls 10+ = 2 Free Throws + Check Ball

Keep teams updated with number of team fouls. – Verbalise 6th Team Foul 9th Team Foul when called. After time-outs referees are to re-advise teams of any warnings and foul count situation.





UF/DF/TF Penalties

Unsportsmanlike Fouls

- 1st UF = 2 FTs (unless Team Foul 10+)
- 2nd UF (resulting in disqualification) = 2 FT + check ball

Disqualifying Fouls

- 2 FTs + Check Ball – player ejected

Technical Fouls

- 1 FT (regardless of team fouls)
- Ball returned to team who had ball with check ball. Otherwise Jump Ball situation (same as 5v5)





Flop or Fake

Flops or faking a foul without any contact = Automatic technical foul

Flops or faking a foul with contact = Game Delay Warning or Chat with player depending on severity and discretion of referee. Let's not hunt or go searching for this.

If shooter extends leg and makes contact – foul on shooter.



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Warnings/Technical Fouls

Automatic Technical Foul (No Warnings)

- Illegal Substitution
- Flop or Fake with no contact
- Extremely poor behaviour

BBNZ 3x3 Values:

- **Kaitiakitanga**
- **Manaakitanga**
- **Whanaungatanga**
- **Aroha**

One Warning (Never 2 Warnings)

- Coaching
- Delay of Game
 - Incorrect check ball
 - New defence playing ball after basket
 - New defence defending inside no charge circle after basket
 - New defence impeding offence from getting the ball after basket
 - New offence not taking ball immediately after basket.
 - Poor behaviour
 - Flopping or fake with contact

Clear warnings are very important! Don't forget which team you warned!





Game Clock

Starts

- Offence touches ball after Check Ball
- Ball is touched after missed free throw

Stops

- Referee whistle

Be aware of the clock. Correct it if necessary



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12 Second Shot Clock

Starts

- Offence gains control at Check Ball
- Ball is controlled after ball hits ring
- Ball is controlled by new offensive team after basket (includes tap)

Stops

- Referee whistle

Reset

- Ball hits ring
- Contact Foul (not double)
- Technical foul on defensive team
- Jump Ball
- New team gains control

Be aware of shot clock. Stop game and correct if necessary.



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Contact Criteria - Cylinder

- i. 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 his/her space on the floor which he/she occupies and the space above him/her when he/she jumps vertically within that space.
- ii. **Advantage/disadvantage principles apply until:**
 - Offensive player clearly loses his/her balance and/or the control of the ball because of excessive contact of defensive player – **INCLUDING ACT OF SHOOTING**



Contact Criteria - Cylinder

Yellow #4 follows black #3 on his drive to the basket having a hand on his hip. He neither pushes him nor affects his balance on the shot attempt.

Legal defensive play.



5:54

KIMAN

RIGA

11 3

2 5



Contact Criteria – Screens

- Offensive screener extends arms – Offensive foul regardless if they are pushing or not. If they extend arms, and there is contact = offensive foul
- Offensive player moves and does not take legal position
- Offensive screener puts palms on defensive player regardless of pushing or not.





Contact Criteria – Screens



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The Screener uses her open palms and places them on the defender when screening = Offensive Foul



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Contact Criteria – Screens

Black #3 pushes yellow #4 into the screen of black #7 clearing space for himself. Black #7 puts both his hands on yellow #4 extending his arms and pushing off.

An offensive foul shall be called.





Protection of Jump Shooter

- Jump shooter's landing space needs to be protected regardless of the contact



Black #7 takes away the landing space of the shooter and contact occurs after the release of the ball when landing.
A defensive foul in the act of shooting shall be called.

06:35

BELGRADE
GAGARIN

5 5
5 1



Control the Game

- How can we maintain control of this physical game?
- Run the show – get your admin correct
- Make clear calls so nobody is guessing what you called
- Call the illegal play off the ball by owning your areas and not ball watching
- Expect the unexpected
- Be friendly and approachable
- Show that you're enjoying yourself





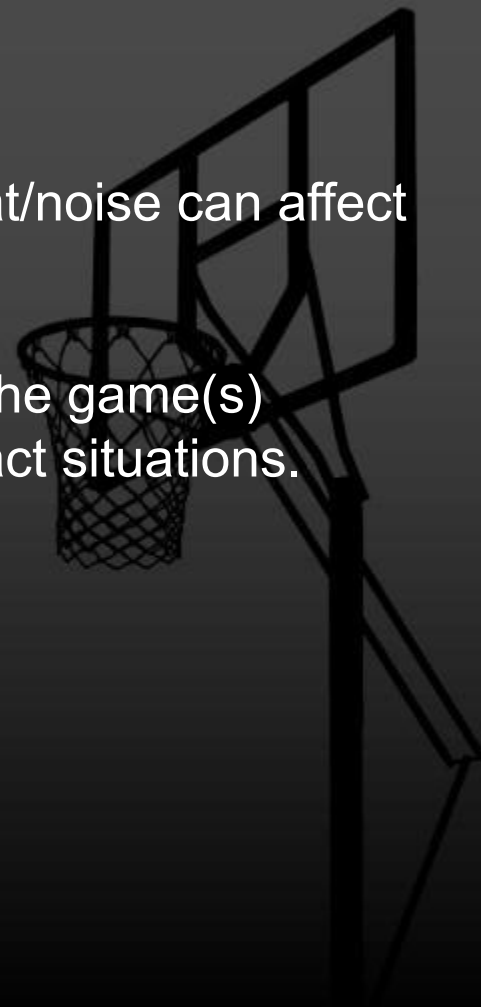
Misunderstandings

- Getting non-judgment calls correct is very important.
- If you don't know, ask the bench or one of the referee team
- If a player is taking longer than a couple of seconds to fix his or her shoe lace, they must be subbed.
- Fouling is a strategic part of 3x3. When illegal contact occurs with a disadvantage especially they are trying to foul intentionally to prevent an easy basket or to allow subs to come in.
- Subs can only occur when the ball is dead which can be after a whistle or between free throws without delay.



Preparation

- Rest! - remove yourself from the court as heat/noise can affect your mental well being/focus.
- Water
- Pre-game (discuss AOR or goal/work on for the game(s))
- Patience and Deep Breath before large contact situations.





Communication

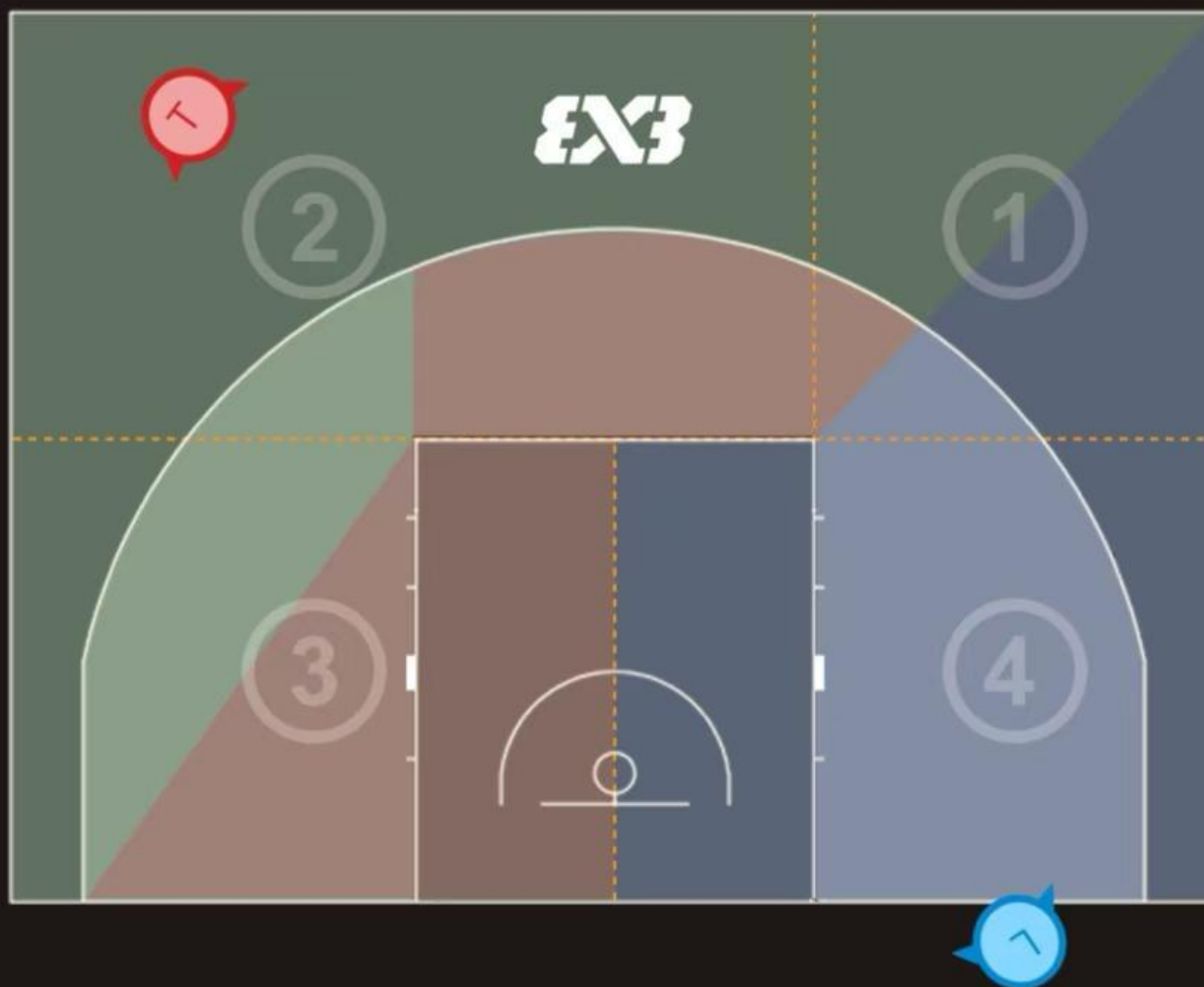
Effective Communication - After time-outs or in close moments remind teams of warnings, foul count, shot clock and direction before timeouts etc (Game Delay, Foul Count from 5). The F.I.B.A. Instructor encouraged the referees to communicate to the teams the number of fouls from 5 onwards.

Make not clear signal very clear. Two Fingers waving in a side to side action with loudly saying “Not Clear”. Both referees are to mirror this signal when used.



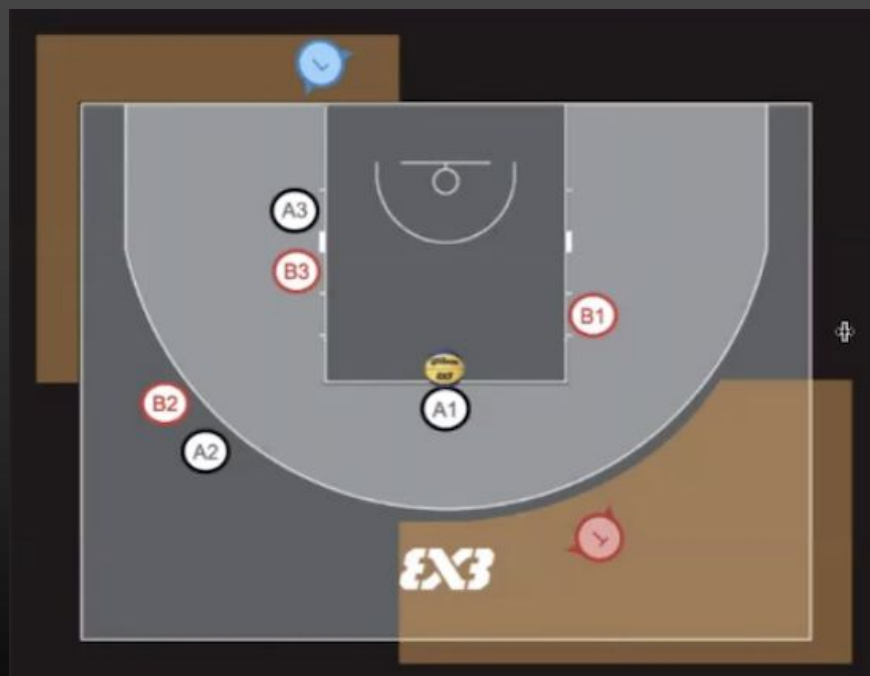


3X3 Areas of Responsibilities

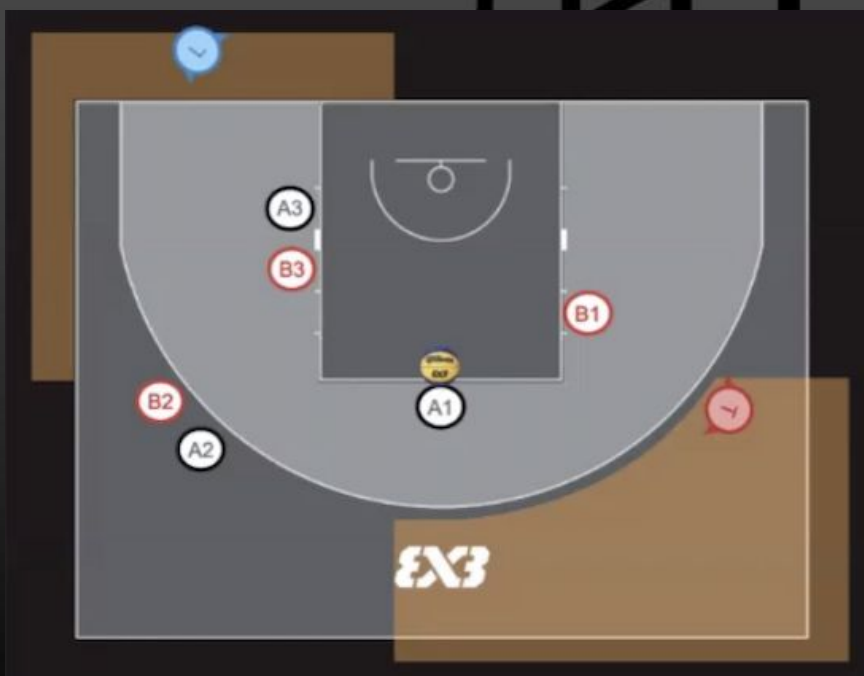




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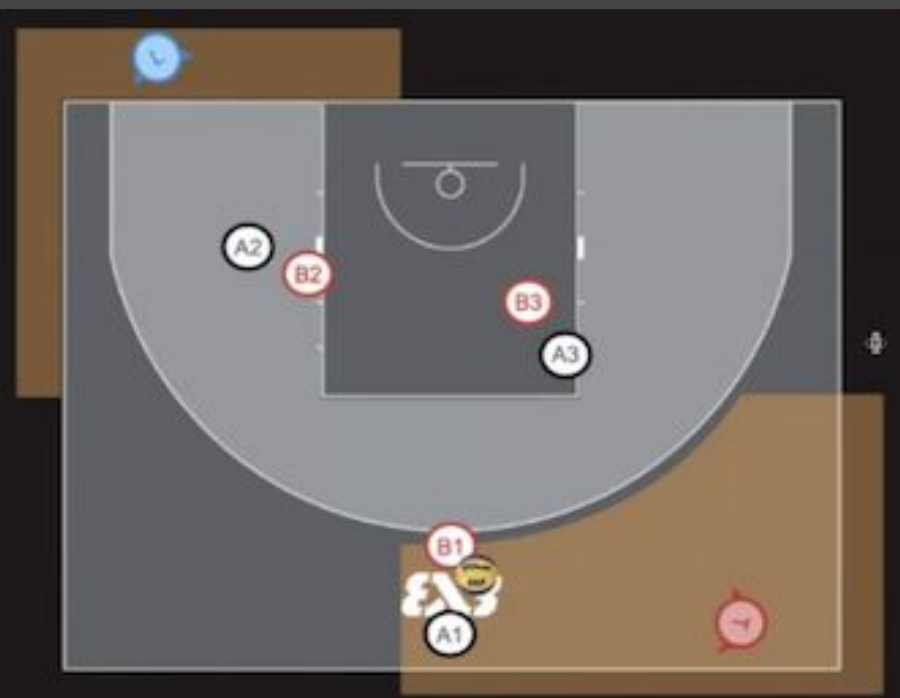


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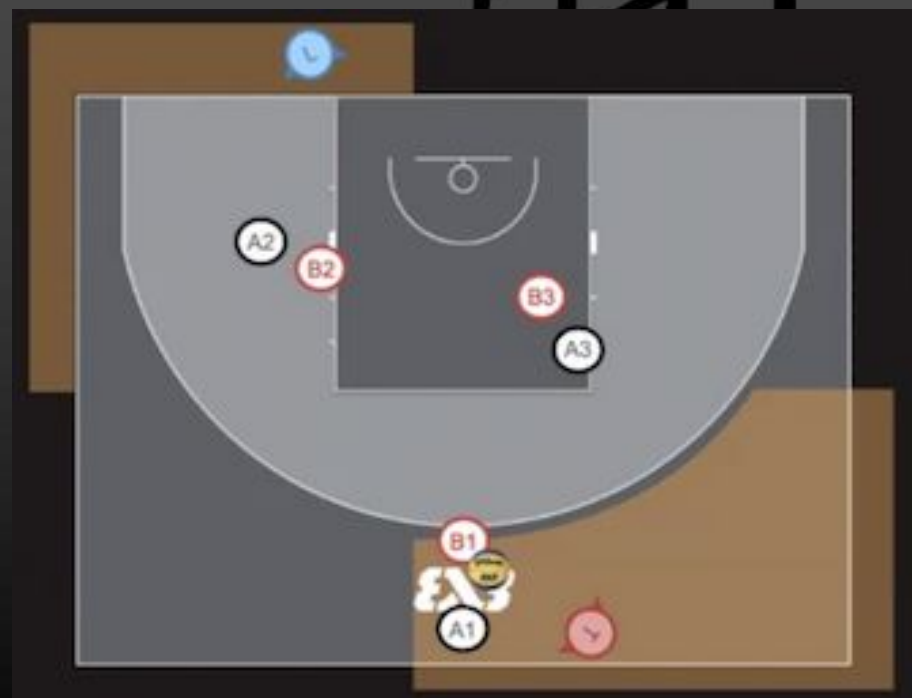




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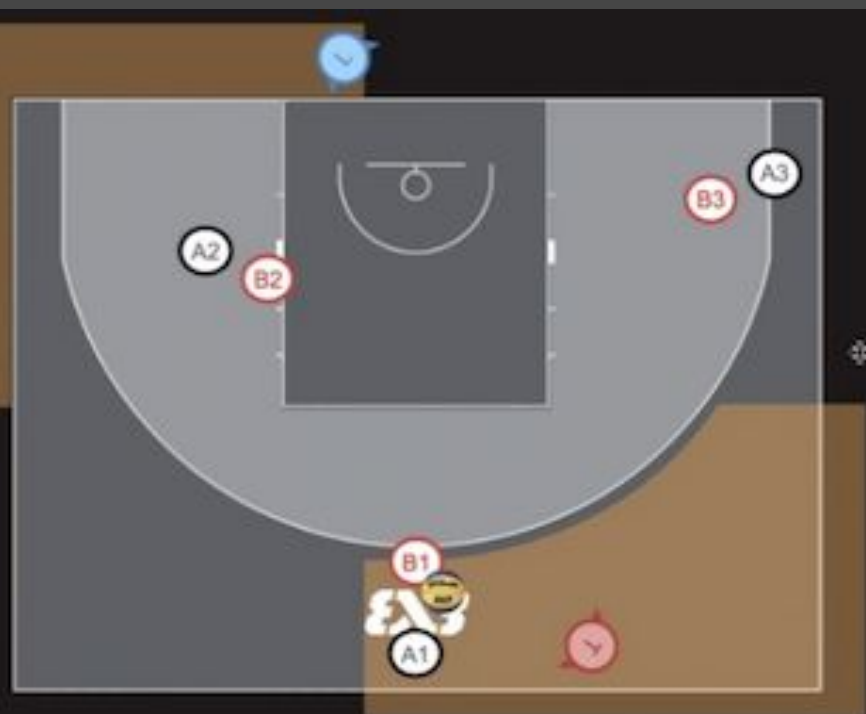


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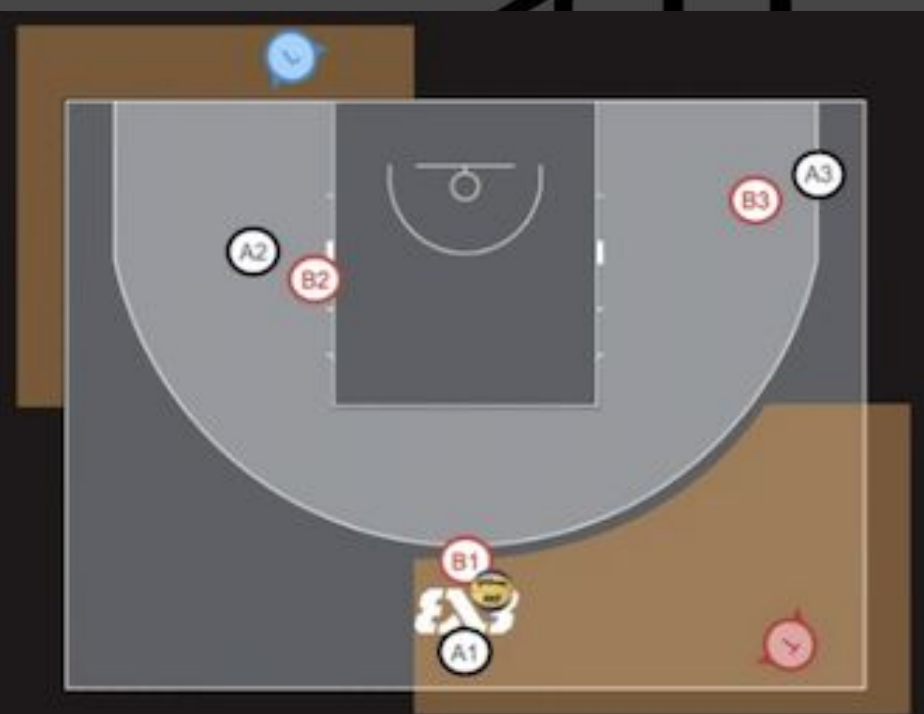




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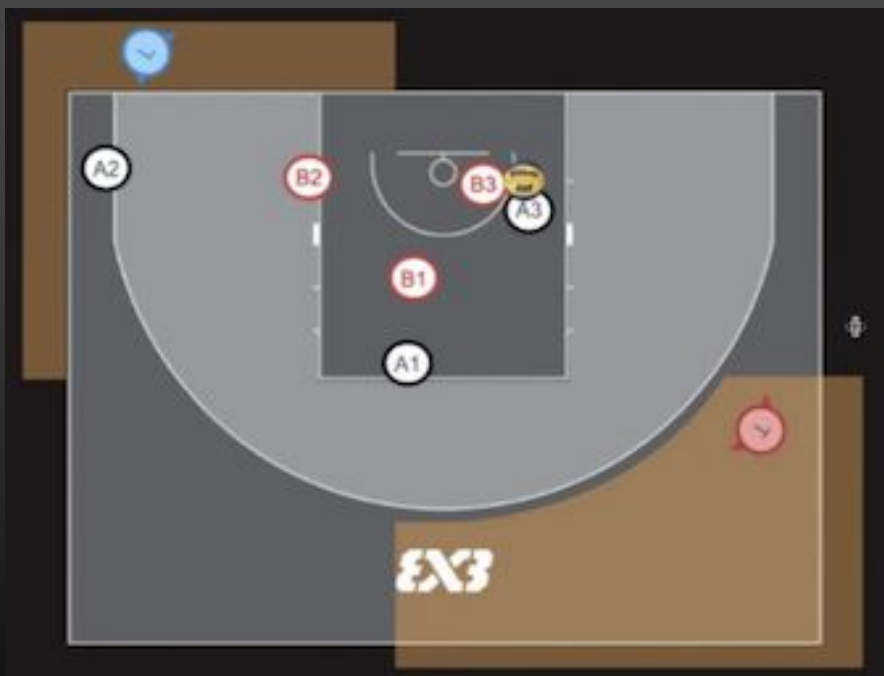
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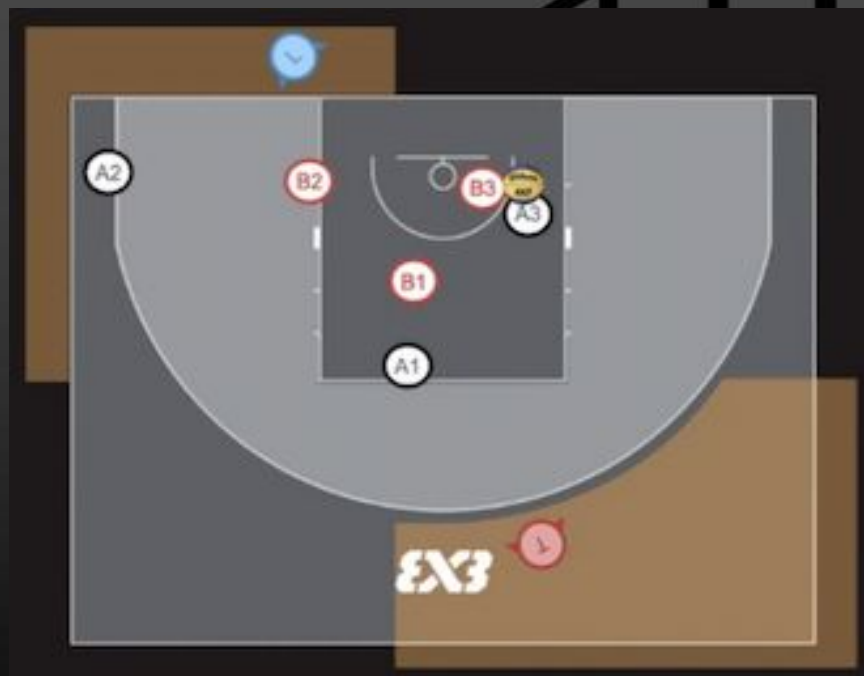


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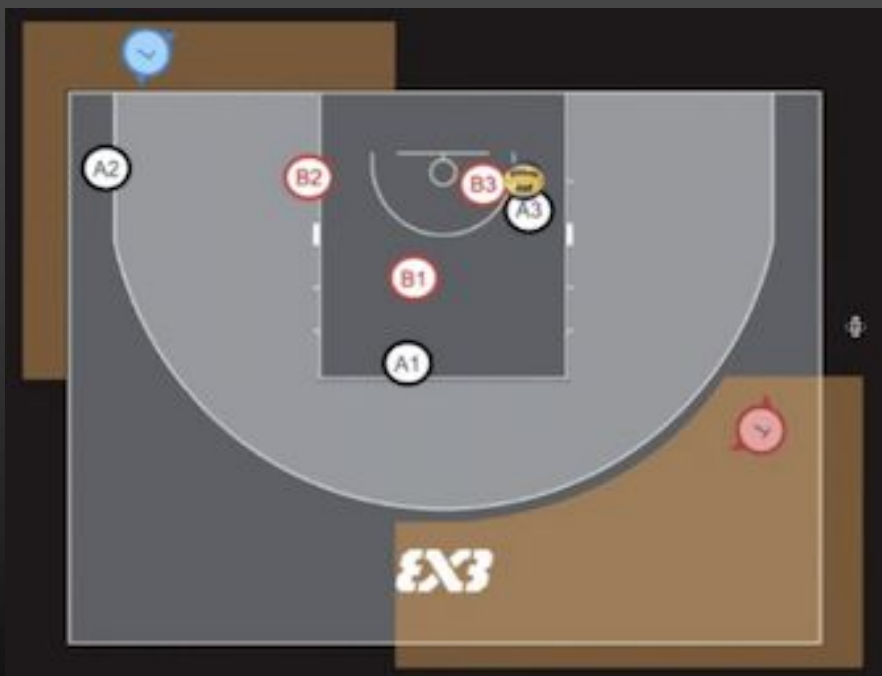
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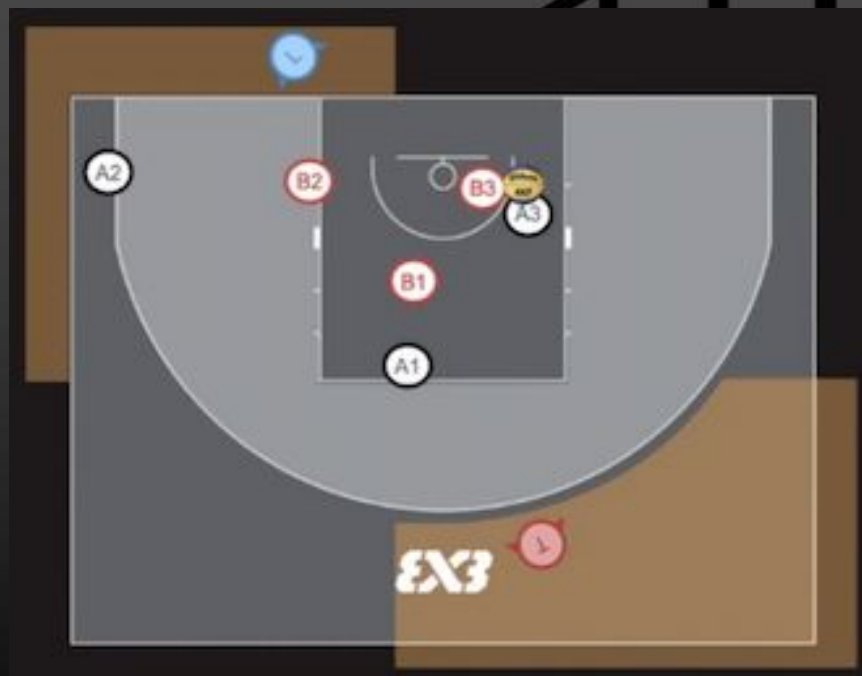
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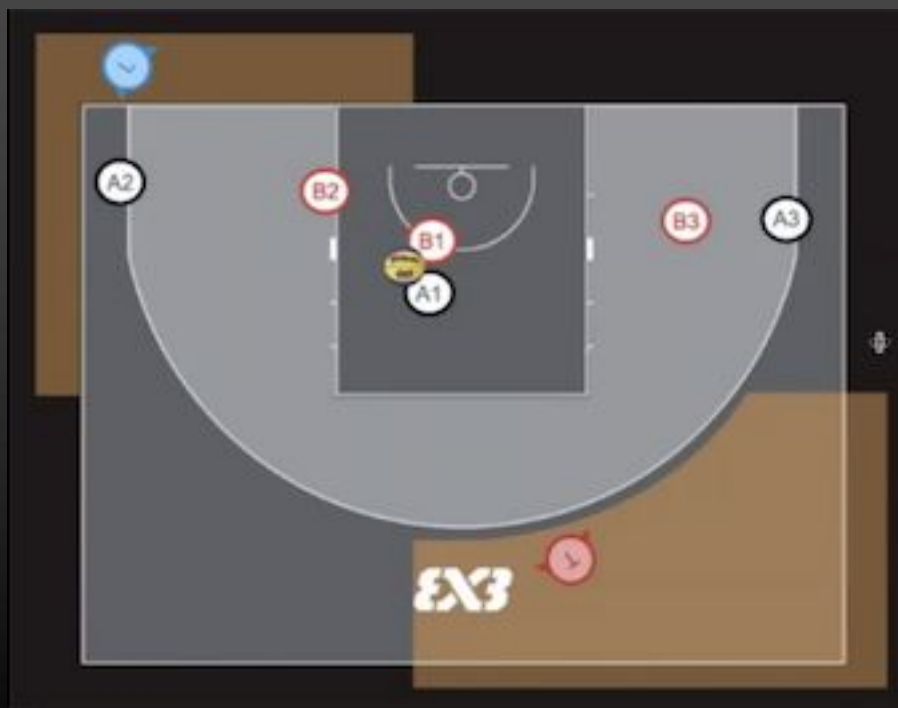
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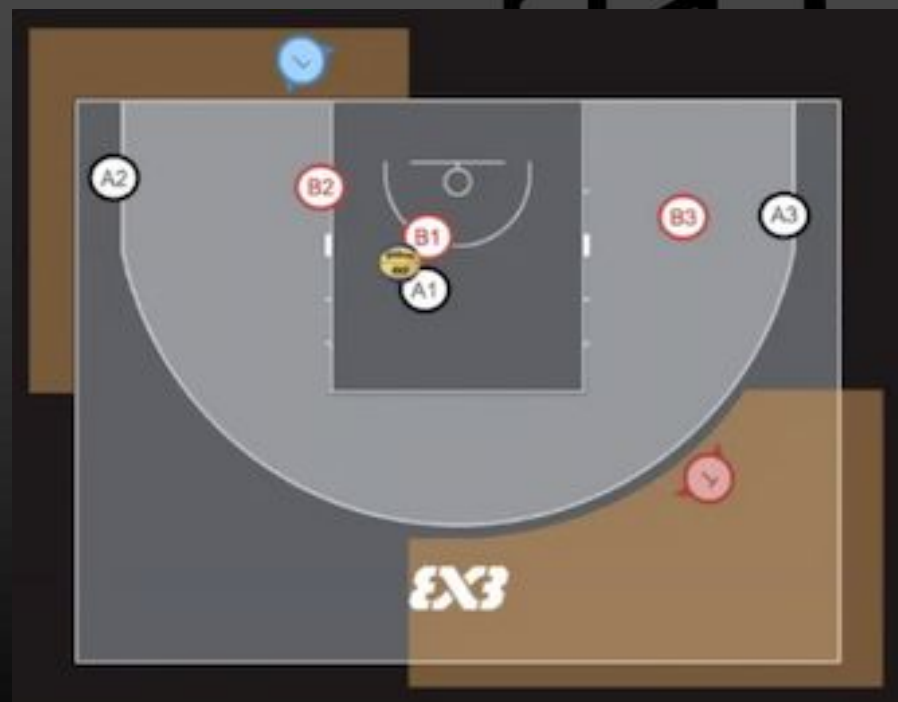
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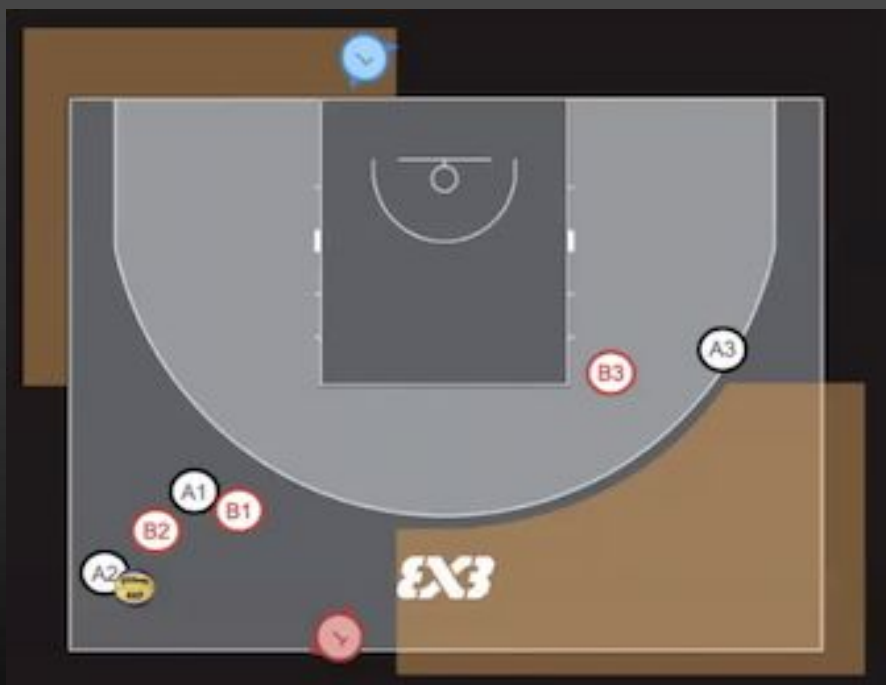


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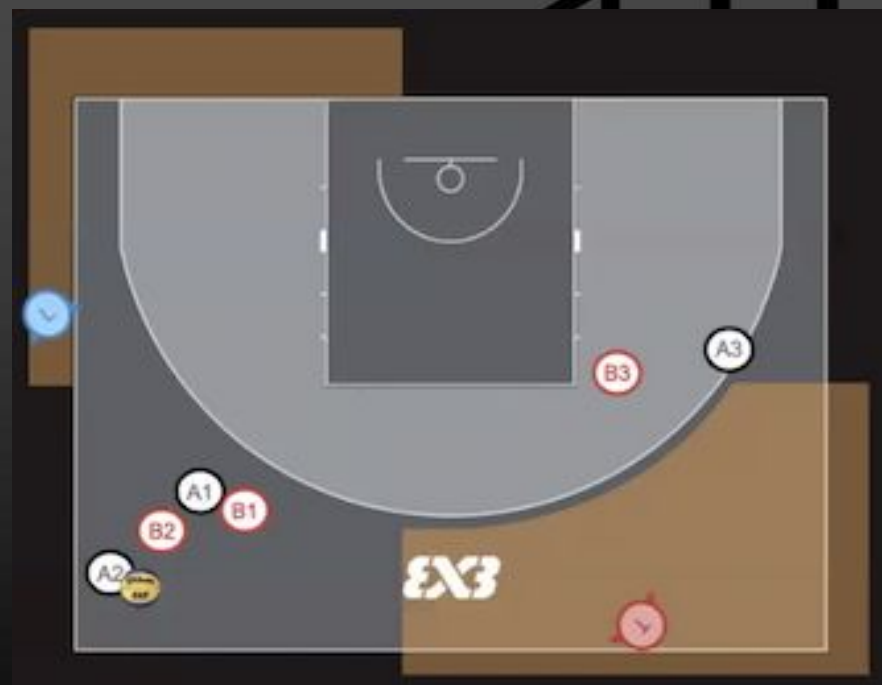




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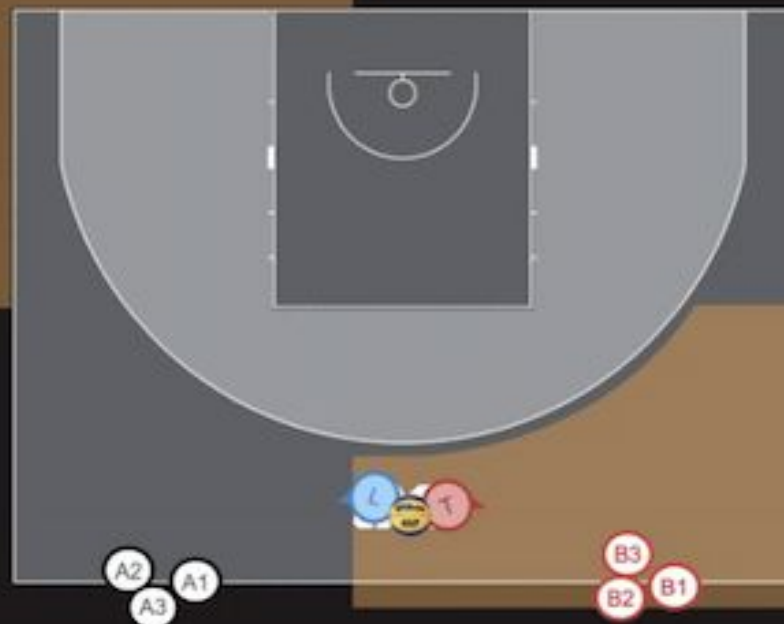




Incorrect/Last year



Correct/This Year



Signals/Calling Fouls

Communication Protocol

- **Fouls and Violations**

- Speak clearly and loudly towards the table officials when a foul is called: e.g. "**White** foul"
- Speak clearly and loudly towards the players when a violation is called: e.g. "**White** ball"

- **Warnings**

To give an official warning to any team(§), the referees must:

- Always blow the whistle to draw everyone's attention.
- Speak clearly and loudly towards the table officials when a warning is given, such as:
 - Warning for **White** for "Delaying the game".
 - Warning for **White** for "Behaviour"
(only use the word "Behaviour", not "Talking" or "Complaining" or other words).
 - Warning for **White** for "Coaching".
- Always show only the **index finger** when giving out the warning.

**** (Colour) Foul and the Penalty (Check or Shots) ****



Signalling a Foul (Act of Shooting 1 Shot)



0:24 / 19:08



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Prolonged Shoelace = Sub



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Be aware of travels on check balls especially with low shot clocks



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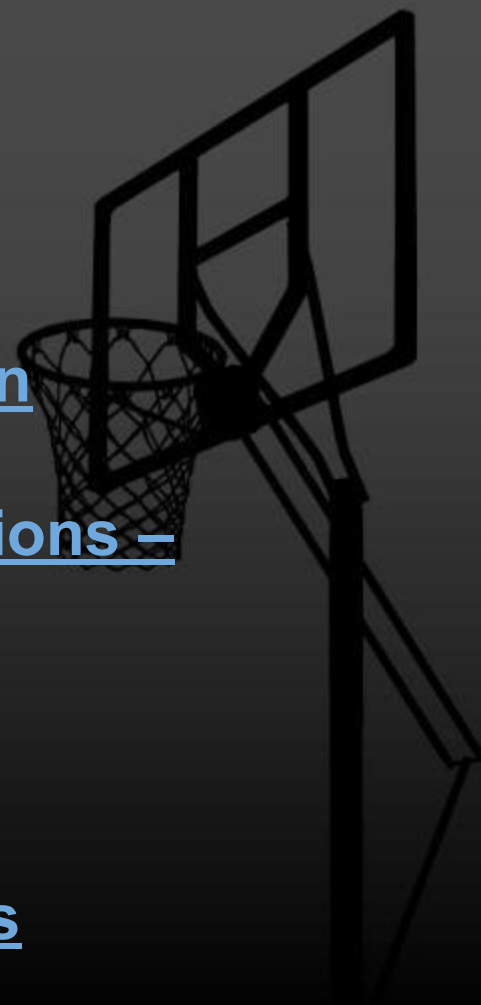
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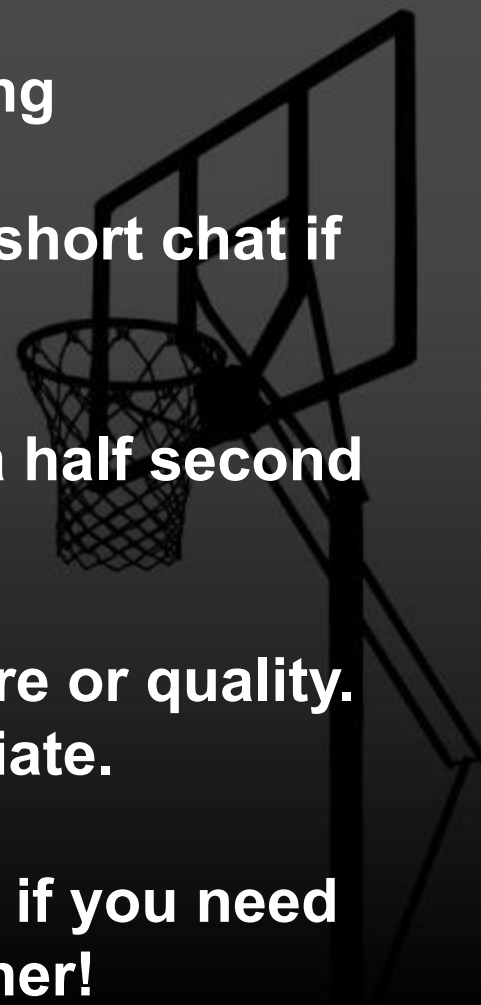
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- [FIBA 3x3 Rules Website](#)
- [FIBA 3x3 Basketball Rules - Full version](#)
- [FIBA 3x3 Basketball - Rules Interpretations – Yellow Version](#)
- [FIBA 3x3 Officiating Clarification](#)
- [FIBA 3x3 Officiating points of emphasis](#)





- Trust yourself and be open to new learning
- You and your partner are a team. Have a short chat if needed.
- A half second late whistle is better than a half second early whistle. Be patient but not hesitant.
- Give every game 100% regardless of score or quality. Referee with the effort you would appreciate.
- Have fun, enjoy the games and reach out if you need any support! Marchy, Hamish, Local Trainer!





Questions and Answer



Please direct any rules queries to -

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