

Youth Alive Trust 2015 3x3 Basketball Competition Rules

The Official FIBA Basketball Rules of the Game are valid for all game situations not specifically mentioned in these rules.

- Game will be run as one 10 min period, non-stop clock, no half time.
- In the event of a tie, the first team to score 2 points is the winning team – Finals round only
- Size 6 Balls are used
- No time outs
- For boys scoring: 1 points are awarded for shots taken inside the three-point arc, 2 points awarded for shots taken behind the arc
- For girls scoring: 2 points are awarded for shots taken inside the three-point arc, 3 points awarded for shots taken behind the arc
- 1 Free Throw (worth 1 point) is given for fouls in the act of shooting inside the arc, 2 Free Throws for fouls in the act of shooting beyond the arc. “And-One” situations are given 1 Free Throw. Note only 1 point will be awarded regardless of who made a free throw
- Individual players do not foul out of the game, but a team enters the bonus (2 FTs) on the 5th team foul, and Technical Bonus on the 7th team foul (2 FTs and possession).
- Personal fouls are not recorded however any player which the ref deems to be playing in an unsportsmanlike fashion or is purposefully fouling will first be warned to stop by the ref and then if they continue at the referee’s discretion can be sent off of the court for the rest of the game. If a player is removed from the game then his/her team is only allowed to continue with the players they have – no fill in’s will be allowed however any subs available may come on.
- Teams may elect to check the ball instead of taking a Free Throw
- Paper/Scissors/Rock is used to determine which team start with the ball. The successful team starts by checking the ball outside the three point arc.
- The start of the game and **all violations** result in a “check ball” at the top of the arc
- If a jump-ball (tie-ball) is signalled, the defensive team receives the ball after a check
- Subs are allowed on a whistle or after a basket, on any sideline (except the baseline), and the subbed on player must wait until their teammate has left the court before entering, and must make physical contact with them too (i.e. a high five)
- Each team has 12 seconds to attempt to score once they have control of the ball – if no shot clocks are used, the referee will count the final 5 seconds
- Stalling – if a team is judged to be stalling, and not attempting to score, the referee will count the final 5 seconds. If the team has still not attempted a shot by the time the ref finishes their count the ball hands over to the other team with a check outside the arc.
- **After a basket, the team which was scored on does not have to inbound the ball**, instead they take the ball underneath the hoop (no charge circle) and must dribble/pass it to a teammate beyond the arc. The ball/any part of the player in control of the ball needs to touch the line before that team can score. The defensive team cannot defend the ball directly under the basket, but can after one dribble/leaving the no charge circle.
- The ball must be cleared (taken outside of the three point line) anytime that it changes team possession before points can be scored. A foot of the player with the ball clearly touching the three point line is counted as clearing the ball. If a successful shot is made by a team that needed to clear the ball the basket is not counted and the other team gets possession of the ball outside of the arc with a check.
- Both team are expected to thank the other team & ref at the end of their games.
- Scoring for the table is 3 points for a win, 2 for a draw and 1 for a loss. If teams are tied for points their placing on the table is decided by points difference – The amount of points for them over all games player minus the points against them over every game played, the number is their point difference the higher the positive number the better.

- A fair play bonus point may be awarded to teams displaying “exceptional sportsmanship” and is given at the ref’s discretion– this can be awarded to both teams in a single game. A fair play point is an extra game point on the table.