



3x3 Rules of the Game

Team roster	Four players (4) Three (3) + One (1) substitute <i>Note: game must start with 3 (three) players in elite competitions</i>
Game duration	1 (one) x 10 minutes Playing time <i>Note: if a game clock is not available, running time length is at organizer's discretion. FIBA recommends setting score limit in line with the game duration [10 minutes/10 points; 15 minutes/15 points; 20 minutes/21 points]</i>
Initial possession	Coin flip <i>Note: the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime</i>
Overtime	First team to score two (2) points wins the game
Scoring	One (1) and Two (2)
Shot clock	12 seconds <i>Note: if a shotclock device is not available, referee to warn and count down the 5 (five) last seconds</i>
Score limit	21 points <i>Note: applies to regular playing time only</i>
Possession following a successful field 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
Possession following a dead ball	"Check ball" Exchange behind the arc (at the top)
Following a steal, a turnover, a defensive rebound, etc	Ball to be dribbled/passed behind the arc
Following a jumpball situation	Defense possession
Following a shooting foul	One (1) free-throw Two (2) free-throws, if foul committed behind the arc
Foul limit per player	Four (4)
Foul limit per team	Seven (7)
Penalty situation	One (1) free-throw
Substitutions	In dead ball situations
Referee(s)	One (1) <i>Note: organizer may appoint two (2)</i>
Time/Score keeper(s)	Two (2)
Time-outs	One (1) per team, 30 seconds
Notes: *A player is considered to be "behind the arc" if neither of his feet are inside nor step the arc *Official FIBA Basketball Rules apply for all game situations not specifically mentioned above	