

Parry Sound Stingers 3 x 3 Basketball Tournament

RULES AND REGULATIONS

*Adapted from The Official FIBA Basketball Rules of the Game

Court and Ball

- The game will be played on a 3x3 basketball court with 1 basket. The court shall have a regular basketball playing court sized zone, including a free throw line, a two point line (on some courts only). Half a traditional basketball court may be used.
- Ball size will be determined by age:
 - U10 – size 5
 - U12 – size 6
 - U14 – girls – size 6, boys – size 7
 - U16 - girls – size 6, boys – size 7
 - U19 - girls – size 6, boys – size 7

Teams

- Each team shall consist of 4-5 players (3 players on the court and 1-2 substitutes).
- Players should wear unique team jerseys of the same colour, shorts and proper indoor footwear.

Game Officials

- The game officials may consist of 1 referees and time/score keepers – use of officials is at the tournament organizers discretion.

Beginning of the Game

- Both teams shall warm-up simultaneously prior to the game.
- Rock/Paper/Scissors (1 and done) shall determine which team gets the first possession. The team that wins gets the ball possession at the beginning of the game.
- The game must start with three players on the court.

Scoring

- Every shot inside the 3-pt. arc shall be awarded one 1 point.
- Every shot behind the 3-pt. arc shall be awarded 2 points.
- Every successful free throw shall be awarded 1 point.

Note: not all courts have a 3-pt. arc, therefore all shots on those courts will be 1 point.

Playing time/Winner of a Game

- The regular playing time shall be as follows: two periods of 8 minutes playing time. The clock shall not be stopped – it is run time. There will be a 2 minute half-time.
- If the score is tied at the end of playing time, sudden death overtime 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.
- 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.
- 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.

Fouls/Free throws

- A team will lose possession of the ball after a player commits a foul. Once a team gets 5 team fouls, it is in a penalty situation and the player who is fouled on the 6th team foul will shoot 1 free throw. This will continue but will be reset at halftime.
- Players are not excluded based on the number of personal fouls.
- After 5 team fouls, fouls committed during the act of shooting inside the 3-pt. arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the 3-pt. arc shall be awarded 2 free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- All technical fouls will be always awarded with 2 free throws and ball possession; 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.

How the Ball is played

- Following each successful field goal or last free throw (except those followed by ball possession):
 - 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):
 - 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 a check-ball, i.e. 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

- Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- It will consider a violation, if after the ball has been cleared an offensive player is dribbling inside the arc with the back or side to the basket for more than five seconds.

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Substitutions

- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball or free throw. 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.

Time-outs

- Each team is granted one team time-out. Any player can call the time-out in a dead ball situation. All time-outs have a length of 30 seconds.

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

Standings of teams

- Both in pools and in overall competition standings, the following classification rules apply. If teams that have reached the same stage of the competition are tied after the first step, refer to the next one – and so on.
- Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
- Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
- Most points scored in average (without considering winning scores of forfeits).
- Total team fouls

Disqualification

- A player committing 2 unsportsmanlike fouls (not applicable to technical fouls) will be disqualified from the game by the referees and may be disqualified from the event by the organizer.