



3X3 – Rules Summary

Court	Half Court The 3-point line will be referred to as the two-point line or arc
Team	Four players – 3 + 1 substitute. Team to provide clash uniform.
Officials	1 referee per game, 1 scorer from each team
Game Duration & score limit	1 x 12 minutes playing time, clock doesn't stop at all. If a team reaches 21 points, they win/game over, regardless of how much time is left on the clock
Overtime	After a 1-minute break, first team to score 2 points wins
Time-Outs	1 x 30 sec time-out per team but no time-out can encroach on the last minute of the game Can only be called at dead ball situations but not after a made basket
Substitutions	In dead ball situations, just come on/off prior to the check ball
Scoring	1 point for free throws, 1 point for baskets inside the arc, 2 points for baskets outside the arc
Shot clock	No shot clock in place Referee to warn teams for stalling (not attacking to score) and violation (change of possession) will be called for continued negative play
Initial Possession (start of game and OT)	Rock, Paper, Scissors
Commencing play or resuming following a dead ball situation	“Check ball” (offensive player to pass the ball to their opponent, who then returns it to them; the ball is then live)
Possession following a defensive rebound or steal	Ball to be passed or dribbled behind the arc (both feet behind arc) before attacking to score
Possession following a successful basket	Other team receives the ball from under the basket in no-charge semi-circle Ball to be dribbled or passed to a player behind the arc before attacking to score Defensive team is not allowed to make a play for the ball whilst it is still inside the no-charge semi-circle
Possession following a jump ball situation	Defensive team receives the ball, check ball at the top of the key behind the arc
Individual foul limits	These do not apply
Offensive fouls	Defensive team receives the ball, check ball at the top of the key behind the arc
Penalty for team fouls 1–6	Non-shooting fouls: check ball at the top of the key behind the arc Shooting fouls: 1 free throw for fouls inside the arc or 2 free throws for fouls outside the arc “And 1” situations: 1 free throw
Penalty for all team fouls 7, 8 and 9	2 free throws
Penalty for all team fouls 10 and more	2 free throws and possession of the ball
Penalty for technical foul	1 free throw and possession of the ball Players are not disqualified for a second technical foul or for a combination of a technical foul and unsportsmanlike foul One team foul is added to the team's total
Penalty for unsportsmanlike/disqualifying foul	2 free throws and possession of the ball Players are disqualified for a second unsportsmanlike foul One team foul is added to the team's total