

BASKET BALL

3X3

TECHNICAL RULES AND
REGULATIONS



2024



BASKETBALL 3x3

TECHNICAL RULES AND REGULATIONS

GENERAL	3
1. GENERAL CONDITIONS	3
2. DELEGATION COMPOSITION	4
3. SPORT PROGRAM	5
4. TECHNICAL RULES	6
5. DRAW	8
6. PROTESTS AND APPEALS	8



BASKETBALL 3X3

TECHNICAL RULES AND REGULATIONS

GENERAL

The purpose of the “ISF Basketball 3x3 Technical Rules and Regulations” is to provide standardized rules and regulations for all Basketball 3x3 competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy, the ISF General Competition Regulations and FIBA Rules.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner. The specific objectives of this document are to:

1. Define and specify the **general conditions** under which participants can take part in the ISF Basketball 3x3 events;
2. Determine the **delegation composition**;
3. Determine the **sport program**;
4. Determine the **technical rules**;
5. Set the **draw** procedure;
6. Set **protests and appeals** procedure.

Please note that the technical rules and regulations are applicable to Basketball 3x3 event.

1.GENERAL CONDITIONS

The competition will be run according to the ISF rules and regulations and FIBA (International Basketball Federation) technical rules under the direction of the FIBA. Any decisions over matters not mentioned in the present document will be taken by the FIBA Technical Delegate.

- The ISF Basketball 3x3 events are open to teams.
- The competition is categorized as: boy categories, girls categories.

AGE CATEGORY

Year	U18* YEAR OF BIRTH
2024	2006-2007-2008-2009



BASKETBALL 3X3

TECHNICAL RULES AND REGULATIONS

2. DELEGATION COMPOSITION

Each delegation will consist of:

- Head of delegation - mandatory
- Deputy Head of Delegation - optional
- Student athlete(s) - mandatory
- Team officials - mandatory
- Field of Play Officials (referees/umpires/judges) - mandatory
- Additional adults - optional
- Safeguarding officer - optional
- Young reporter - optional

HEAD OF DELEGATION (HOD)

- There is a mandatory amount of one (1) head of the delegation per registering delegation.
- The head of the delegation shall be the sole intermediary between the delegation and the Local Organising Committee, and the ISF.
- He/she may not combine the function with any other official role (i.e., coach, referee, etc.).

DEPUTY HEAD OF DELEGATION (Deputy HoD)

- The role of Deputy HoD is to assist the Head of Delegation.
- The presence of the Deputy HoD is not mandatory.
- max 1 Deputy Head of a delegation from 100 to 200 participants.
- max 2 Deputy Heads of a delegation from 201 or more participants.

ATHLETES

- All student-athletes must be enrolled as full-time students at a school in the country in which they represent.
- All student-athletes must be attending schools that provide general education and/or vocational education incorporating segments of general education.
- All student-athletes must hold a confirmed profile on play.fiba3x3.com
- Only athletes, registered on the team's list handed in at the accreditation, are authorized to take part in this competition.
- Each team consists of a minimum : 4 athletes /minimum 3

The following are *not* eligible to participate:

- Attendees of vocational schools only attend a school as a complement to their vocational training and are not full-time students with a segment of general education.
- Students enrolled at schools that provide sports training without any general education.

TEAM OFFICIALS

COACHES

- The presence of a coach is mandatory.
- Teams or individuals cannot participate in the competition without the presence of a coach.
- Each delegation shall enter a minimum of one (1) coach per team.



BASKETBALL 3X3

TECHNICAL RULES AND REGULATIONS

OTHER TEAM OFFICIALS

- The function of other team officials can be: doctor, trainer, physiotherapist, statistician, team manager etc.
- The presence of the other team officials is not mandatory.
- The function of the other team officials must be specified during the registration process.
- Any person not specified during registration or exceeding the limit will not be considered part of the team.

FIELD OF PLAY OFFICIALS

- The field of play official (umpire) cannot combine their position with other positions, such as heads of delegation, team officials or additional adults.
- Umpires shall be in possession international or national (minimum) qualification depending on the event type. The Level of qualification shall be described in the events bulletins.
- The qualification will be reviewed and approved by the ISF Basketball 3x3 technical commission.
- Delegations must provide certificates for umpires during the registration process.
- Failure to provide the required number of umpires will lead to a fine of 900€ (per umpire) payable to the organiser prior to the competitions.
- Field of play officials (referees) have to be FIBA or National license 3x3 referees.

Minimum number of field of play officials (umpire) per delegation:

- 1 FOPO (referee)

ADDITIONAL ADULTS

- The function of additional adults can be: interpreter, security personnel, ministry representatives, media, etc.
- The presence of additional adults is not mandatory.
- The function of each additional adult must be specified during the registration process.
- Any other additional persons not specified during registration or exceeding the limit specified in this document will not be considered part of the official delegation and will not be accredited by the LOC.

SAFEGUARDING OFFICER

The role of the safeguarding officer is to provide support to the delegation in any situation related to safety.

YOUNG REPORTER

Each delegation may bring additional young students who will take the role of a young reporter during the ISF event.

3. SPORT PROGRAM

EVENTS

- **Boys and Girls**
 - Teams



BASKETBALL 3X3

TECHNICAL RULES AND REGULATIONS

4. TECHNICAL RULES

RULES

The latest version of the Official 3x3 Basketball Rules shall apply as published here: <https://fiba3x3.com/docs/fiba-3x3-basketball-rules-full-version.pdf>

- A team consists of four players, three players on the court, and one substitute.
- The game is played on a half court
- on one basket
- in one period of 10 minutes playing time
- The first team to score 21 points (or more), or the team that is leading the game after the regular playing time, is the winner. If the score is tied at the end of playing time, an extra period will be played. The first team to score two points in overtime wins the game.

SCORING SYSTEM

The scoring rules allow one or two points for a successful shot. One point is awarded for shots from the free throw line and for shots from all positions inside the arc (within the 6.75 metres line). Shots behind the arc (beyond the 6.75 metres line) are awarded two points.

The team must attempt a shot for a field goal within 12 seconds.

SUBSTITUTION

Substitution is permitted when the ball becomes dead and the game clock is stopped.

TIMEOUTS

One 30 second timeout is granted to each team.

In addition, two technical timeouts will take place (as soon as the ball goes dead after three and six minutes of playing time).

FOULS AND PENALTIES

When a team commits its seventh, eighth and ninth team fouls, their opponents receive two free throws. For the tenth and any subsequent team fouls, their opponents will receive two free throws and ball possession. Players are not excluded based on the number of personal fouls. A player committing two unsportsmanlike fouls will be disqualified from the game, and may receive further sanctions.



BASKETBALL 3X3

TECHNICAL RULES AND REGULATIONS

A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with three players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" - win).

A team shall lose by default if it leaves the court before the end of the game, or if all the players on the team are injured and/or disqualified.

In case of a default situation, the winning team may choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in all cases. In all cases, existing statistics remain. On a case by case basis, team and player statistics could be removed from the Statistics Leaders outputs.

CLASSIFICATION

The following classification rules shall apply to determine both standings in the pool and overall competition ranking:

If teams that have reached the same stage of the competition are tied, the following steps to break the tie shall be applied. Each step shall be carried out only once in the tie-breaking process. If some or all teams are still tied after one step, the next step shall be applied to break the tie between those teams still tied:

1. Most wins (or win ratio)
2. Head-to-head comparison (only taking wins into account, and only to determine standings in the pool)
3. Most points scored on average per game (without considering winning scores of forfeits), albeit considering never more than 21 points in each single game, irrespectively if score is above 21.

If the teams remain tied, they will be ranked by seeding (highest seed first).

SYSTEM OF PLAY

The competition consists of a men's and a women's tournament and will be played with a Pool Phase and an Elimination Phase.

Teams will be split into pools playing a Round Robin format. The exact number and size of the pools as well as the size of the Elimination Phase will depend on the number of registered teams.

The Elimination Phase will be played with single-elimination format. The winners of the semifinals will play the gold medal game.

The losers of the semifinals will play the bronze medal game. No further classification games will be played and teams will be ranked according to the Official 3x3 Basketball Rules.



BASKETBALL 3X3

TECHNICAL RULES AND REGULATIONS

5. DRAW

The Draw will be held after the closing of team registration and when all teams are known. Exact dates to be confirmed yet.

6. PROTESTS AND APPEALS

The Protest and Appeals procedure will follow the latest version of the Official 3x3 Basketball Rules as published here: <https://fiba3x3.com/docs/fiba-3x3-basketball-rules-full-version.pdf>

A team may file a protest if its interests have been adversely affected by:

- An error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
- A decision to forfeit, cancel, postpone, not resume or not play the game.
- A violation of the applicable eligibility rules.

In order to be admissible, a protest shall comply with the following procedure:

- A player of that team shall sign the scoresheet immediately at the end of the game and provide a written explanation of the protest reasons, on the reverse side of the scoresheet, before the officials and the sports supervisor, if present, have signed the scoresheet.
- A fee of USD 200 shall be applied to each protest and shall be paid in case of the protest is lost. In the case of an unsuccessful protest, the payment will be retained by the ISF.

The sports supervisor (or a person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event), shall decide on the protest as soon as possible, in any case no later than before the next pool phase or next elimination round starts. His decision is considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, the decisions on the eligibility may be appealed as provided for in the applicable regulations.

The sports supervisor (or person indicated to be in charge of the protest at the Technical Meeting with the teams on the eve of the event) may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised. In case a protest is accepted for reasons other than the eligibility rules and leads to a change of winner of the game, the game shall be considered as tied at the end of the regular playing time and an overtime shall be played immediately.

BASKETBALL 3X3
TECHNICAL RULES AND REGULATIONS



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