



## BASKETBALL 3X3 REGULATIONS

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### 1. Organization

- a. The Sports Department of the 22nd Maccabiah will be responsible for the 3x3 Basketball competitions of the 22nd Maccabiah.
- b. The 3x3 Basketball competitions will be conducted according to the Official 3x3 Basketball Rules of the International Basketball Federation (F.I.B.A.).
- c. Participation in the competition is open to any athlete who is in possession of a Participant Card, issued by the Organizing Committee of the 22nd Maccabiah and registered to the 3x3 Basketball competitions.
- d. Each country may enter up to two (2) teams for each of the following competitions:
  - 1) Open Male
  - 2) Open Female
  - 3) U18 Boys (2007-2008)
  - 4) U18 Girls (2007-2008)
  - 5) U16 Boys (2009-2010)
  - 6) U16 Girls (2009-2010)

### 2. Venues and Times

The Sport department of the 22nd Maccabiah will determine the venues and times of the 3x3 Basketball competitions, and teams will be notified accordingly.

### 3. Rules of the Game

- a. The Official FIBA 3x3 Basketball Rules are valid for all game situations not specifically mentioned herein.
- b. Court and Ball: The game will be played on a 3x3 Basketball court with 1 basket.
- c. A regular 3x3 court playing surface is 15m (width) x 11m (length).
- d. The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m), a two-point line (6.75m) and a "no-charge semi-circle" area underneath the one basket.
- e. Half a traditional basketball court may be used. A size 6 ball shall be used in all categories.





#### 4. Teams

Each team shall consist of 4 players (3 players on the court and 1 substitute).

#### 5. Game Officials

The game officials shall consist of 1 or 2 referees and time/score keepers.

#### 6. Beginning of the Game

Both teams shall warm-up simultaneously prior to the game. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

The game must start with three players of each team on the court. Every shot inside the arc shall be awarded one 1 point. Every shot behind the arc shall be awarded 2 points. Every successful free throw shall be awarded 1 point.

#### 7. Playing Time / Winner of a Game

- a. The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- b. However, the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- c. If the score is tied at the end of regular playing time, an extra period of time will be played. There shall be an interval of 1 minute before the overtime starts.
- d. The first team to score 2 points in the overtime wins the game.
- e. 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. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).
- f. 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.
- g. A team losing by default, or a tortuous forfeit will be disqualified from the competition.
- h. Free throws
  - 1) A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical.
  - 2) Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
  - 3) Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.





- 4) Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. Possession is kept after the last free-throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.
- i. How the Ball is played:
    - 1) Following each successful field goal or last free throw: 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.
    - 2) Following each unsuccessful field goal or last free throw: 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 or steals the ball, it must return the ball behind the arc (by passing or dribbling).
    - 3) Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
    - 4) A player is considered to be “behind the arc” when neither of his feet are inside nor step the arc.
    - 5) In the event of a jump ball situation, the defensive team shall be rewarded the ball.

## 8. Stalling

- a. Intentionally stalling or intentionally failing to play actively (i.e., not attempting to score) shall be a violation.
- b. If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket). 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.

## 9. Substitutions

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

## 10. Time-Outs

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.





## 11. Seeding Rules

Teams are seeded correlatively to the team ranking points (sum of the team's 3 best players ranking points, prior to the competition). In case of a same team ranking points, seeding will be determined randomly prior to the competition start.

## 12. Disqualification

A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of FIBA's Anti-Doping rules or any other breach of the FIBA Code of Ethics. The organizer may also disqualify the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior.

## 13. System of Competition

PREFACE: The maximum number of days of competition for 3x3 Basketball is three (3). The maximum number of games during each day of competition is four (4).

SYSTEM A: with the participation of 3 teams:

- a. The competitions will be played on a league basis of a triple round-robin.
- b. The winner of each game will be awarded two points, the loser one point. For a technical loss no points will be awarded.
- c. In the event of two teams obtaining the same number of points, the results in head-to-head competition will be compared and the team with the better record will take the higher position.
- d. In the event of more than two teams having the same number of points, classification will be made according to the number of league points gained in the games played between them, i.e., a team which gains the higher number of points in the above mentioned games will take the higher place, and so on.
- e. In the event that after the above mentioned, equality still exists between teams; classification will be made according to the score differences of the above teams (credit amount of points scored for less debit amount of points scored against).
- f. In the event that equality still persists, classification will be made according to the proportion scores of the above teams. (Credit amount of points scored for divided by debit amount of points scored against.)
- g. In the event that equality still persists, classification will be decided by a draw.
- h. The first two teams in the league will compete for the title: "22nd Maccabiah Champion".

SYSTEM B: with the participation of 4 teams:

- a. The competitions will be played on a league basis of a double round robin.
- b. The winner of each game will be awarded two points, the loser one point. For a technical loss no points will be awarded.
- c. In the event of two teams obtaining the same number of points, teams will be classified in their groups according to their achievements as described in System A.





- d. There will be a semifinal round in which teams will be matched #1 vs. #4; and #2 vs. #3. The winners of the semifinal round will play for 1st place and the remaining two teams will play for 3rd place.

**SYSTEM C: with the participation of 5 teams:**

- a. The competitions will be played on a league basis of a double round robin.
- b. The winner of each game will be awarded two points, the loser one point. For a technical loss no points will be awarded.
- c. In the event of two teams obtaining the same number of points, teams will be classified in their groups according to their achievements as described in System A.
- d. The first two teams in the league will compete for the title: "22nd Maccabiah Champion".
- e. The teams in places 3 and 4 in the league will compete for the third place.
- f. The rest of the teams will be placed according to their league order.

**SYSTEM D: with the participation of 6 or 7 teams:**

- a. The competitions will be played on a league basis of a single round robin.
- b. The winner of each game will be awarded two points, the loser one point. For a technical loss no points will be awarded.
- c. In the event of two teams obtaining the same number of points, teams will be classified in their groups according to their achievements as described in System A.
- d. The first two teams in the league will compete for the title: "22nd Maccabiah Champion".
- e. The teams in places 3 and 4 in the league will compete for the third place.
- f. The teams in places 5 and 6 in the league will compete for the fifth place.

**SYSTEM E: with the participation 8-12 teams:**

- a. The teams will be divided into 2 groups.
- b. In the event that after the draw, one or more teams will not appear and a situation arises whereby a group is short of two teams, the team drawn last will be moved from one group to another.
- c. Teams will be classified in their groups according to their achievements, as described in System A.
- d. The semi-final games will be played on the "Cross" system, i.e., the team placed first in Group A will play against the team placed second in Group B and the team placed second in Group A will play against the team placed first in Group B.
- e. The two winning teams in the semi-finals will play in the final game for 1st and 2nd places, and the two losing teams in the semi-finals will play for 3rd and 4th places.
- f. When there are 8 or more teams, the teams placed 3rd and 4th in each group will play on the same system for places 5-8.





**14. Draw**

The draw of the teams in the groups will be a public draw.

**15. Referees**

The Sports Department will select a Referees' Committee, which in turn will appoint the referees of the competition.

**16. General**

- a. These regulations are but one part of the complete 22nd Maccabiah Regulations and must be read along with the instructions found in the Maccabiah Basic Regulations.
- b. In the event of a discrepancy between the regulations written here and those appearing in the Maccabiah Basic Regulations, the regulations written here will prevail, apply and be binding.

