

SHOALHAVEN BASKETBALL ASSOCIATION

Modified 3x3 Rules



Introduction

These rules have been modified for use in Shoalhaven Basketball Association (SBA) 3x3 competitions only, and are based on the official FIBA 3x3 rules, which you can [view here](#).

All games will be conducted as per the [FIBA rules](#) as endorsed by Basketball Australia (BA) and Basketball NSW (BNSW), the state governing body for Basketball in NSW.

SBA has also adopted the [BNSW Disciplinary Tribunal Policy](#) under which disciplinary matters will be undertaken.

Players, officials, and spectators have the right to enjoy basketball in accordance with the [BNSW Zero Tolerance Policy](#).

All persons attending SBA basketball activities are required to abide by the relevant Code of Conduct.

- Players: [Code of Conduct - Players](#)
- Spectators: [Code of Conduct - Spectators](#)
- Coaches, officials and support staff: [Code of Conduct - Coaches, Officials and Support Staff](#)

All persons involved with SBA basketball activities are also bound by the Social Media guidelines contained within the [BA Member Protection Policy](#).

All coaches and officials of persons under the age of 18 will be subject to obtaining and providing SBA with a validated, current Working with Children Check. There is no cost for this check if you are a volunteer. For more information, you can visit [Working with Children application](#).

Any player, official, coach, or support staff suspected of being under the influence of alcohol or illegal substances will not be allowed to play or be involved with the operations of games.

SBA is an incorporated association and operates in accordance with the [SBA Constitution](#).

Players, coaches, and officials are not required to be members of SBA, BNSW, or Basketball Australia to participate in the competition. However, all participants are still required to abide by the policies and regulations outlined in this document.

Participants who are not registered members of SBA, BNSW, or BA acknowledge that they are participating at their own risk. In the event of injury, SBA, BNSW, and BA will not be held liable,

and non-members will not be eligible to make compensation or insurance claims through these organisations.

By participating in the competition, all participants acknowledge and agree to these conditions.

Registered members of SBA, BNSW, and BA may still be eligible to claim injury insurance in accordance with their membership coverage and applicable policies.

1. Court and Ball

1.1. The game will be played on half of a traditional basketball court with 1 basket. The court shall have a regular basketball playing court sized zone, including a free throw line (5.80 m), a 2-point line (6.75 m) and a “no-charge semi-circle” area underneath the basket.

1.2. A 3x3 ball shall be used in all categories.

2. Teams

Each team shall consist of no more than four (4) players (3 players on the court and 1 substitute). For mixed competitions, there must be at least one (1) female player on the court at all times (excluding substitutes).

Note: Coaches on the field of play including seats for substitutes and/or remote coaching from outside the court are not allowed in Senior Competitions. In Junior Competitions, one (1) Coach only will be allowed to be involved to assist with substitutions/game instructions. This Coach must remain within the area of designated seating for substitutes.

3. Game Officials

Junior games shall be managed by 1 official for round games, and 2 officials for Finals. Senior games shall be managed by 2 officials for all games. Score-bench is to be completed by the assigned duty team.

4. Beginning of the Game

4.1. Both teams shall warm-up simultaneously prior to the game.

4.2. A ‘scissors paper rock’ game shall determine which team gets the first possession. The winner of this shall be the first player to win one (1) round only. The team that wins the ‘scissors paper rock’ game can either choose to benefit from the ball possession at the beginning of the game (regular time) or at the beginning of a potential overtime.

4.3. The game cannot begin if one of the teams is not on the playing court with 3 players ready to play.

5. Scoring

5.1. Every shot from inside the arc (1-point field goal area) shall be awarded 1 point.

5.2. Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.

5.3. Every successful free throw shall be awarded 1 point. The 8-11 age division may shoot from the traditional U12 free-throw line, all other divisions must shoot from the regular free-throw line.

6. Playing Time/Winner of a Game

6.1. The regular playing time shall be 1 period of 10 minutes. The shot clock shall be 14 seconds. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team is in possession of the ball.
- After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

6.2. The first team to score the amount of points specified in Figure 1, or more, wins the game if it happens before the end of regular playing time. This “sudden death” rule applies to the regular playing time only (not to a potential overtime).

Figure 1:

Competition Division	Sudden Death Limit
8-11yo Girls	11
8-11yo Boys	11
12-14yo Girls	21
12-14yo Boys	21
15-17yo Mixed	21
Women (18+)	21
Men (18+)	21

6.3. If the score is tied at the end of regular playing time, an overtime shall 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. The overtime period will last a maximum of 2 minutes. If the scores remain tied after overtime, a free-throw shootout will be conducted.

Each team will alternate taking one free throw at a time. Teams must nominate a different shooter for each attempt and cycle through all four players before any player may shoot a second time.

The winner will be the first team to make a free throw while the opposing team misses in the same round. If both teams make or both teams miss their shots, the shootout will continue until one team makes and the other team misses in the same round.

6.4. A team shall lose the game by forfeit if at the scheduled starting time of the game the team is not present on the playing court with 3 players ready to play. A team shall be disqualified from the competition after its second forfeit or in case of no-show. A forfeit shall be recorded as an 11-0 win for the team receiving the forfeit.

- In the event that a team forfeits, the team will still be required to fulfil any allocated scorebench duties for the remainder of their scheduled commitments.

6.5. A team shall lose the game 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.

6.6. A team losing by default or a tortuous forfeit shall be disqualified from the competition.

Notes: 1. If a game clock is not available, the running time's length and/or required points for "sudden death" is at the organizer's discretion.

7. Fouls/Free Throws

7.1. A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls.

7.2. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.
- If the shot released from behind the arc is unsuccessful, 2 free throws.

7.3. Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalised with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalised with 2 free throws and ball possession.

7.4. All technical fouls shall be always penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team

which had control of the ball or was entitled to the ball when the technical foul was called. The game shall be resumed as follows:

- If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 14 seconds.
- If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.

Note: An offensive foul shall not be penalised with free throws.

7.5. In mixed-gender competitions, male players must not block female players' shots. If this occurs, the male player will commit a foul violation and the female player will be awarded the appropriate amount of free-throws for the shot taken.

8. How the Ball is played

8.1. Following each successful field goal or last free throw (except those followed by ball possession):

- A player from a non-scoring team shall 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 player is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.

8.2. Following each unsuccessful field goal or last free throw (except those followed by ball possession):

- If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc.
- If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).

8.3. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).

8.4. Possession of the ball given to either team following any dead ball situation shall start/resume with a checkball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.

8.5. A player is considered to be “behind the arc” when neither of his feet is inside or on the arc line.

8.6. In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 14 seconds.

9. Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

9.2. If the court is equipped with a shot clock, a team must attempt a shot for a field goal within 14 seconds. The shot clock shall start as soon as the ball is at the disposal of the offensive player (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 officials shall give in the last 5 seconds the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.

10. Substitutions

Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place behind the endline and require no action from the officials or table officials.

11. Time-outs

11.1. Each team shall be granted 1 time-out. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.

11.2. All time-outs shall last 30 seconds.

12. Standings of Teams

For both in pools and in overall competition standings, the following classification rules shall apply. If teams that have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order. Each step shall be calculated only once. If teams are still tied after one step, the next step shall be applied to break the tie between those teams still tied:

- Most wins (or win ratio in case of unequal number of games in inter-pool comparison).
- Head-to-head comparison (only taking win/loss into account and applies within a pool only).
- Most points scored on average (without considering winning scores of forfeits), albeit considering never more than 21 points in each single game, irrespectively if the score is above 21.

If teams are still tied after those three steps, the team with the superior points differential (for and against) will be placed higher.

13. Disqualification

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls. A player disqualified from the game may be further disqualified from the event by the organiser. Independent thereof, the organiser shall disqualify 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 (Book 4 of the FIBA Internal Regulations). The organiser may also disqualify the entire team from the event depending on that team's other members' contribution (also through non-action) to the aforementioned behavior.

14. Finals Eligibility

A player must take the court in at least 50% of their team's games to be eligible for finals participation.

Players who sign on for a game but do not physically take the court will not have that game counted towards their finals eligibility requirements.

15. Duty - Score Bench

Duty teams will be rostered on the competition draw. The rostered team must supply at least 2 persons for score bench duty. If a team fails to complete its duty commitments, penalties will apply as per Figure 2.

Figure 2:

1st Offence	Loss of 1 competition win. If no win has been achieved, loss of 11 points differential will be deducted from final standings.
2nd Offence	Loss of 2 competition wins. If no win has been achieved, loss of 21 points differential will be deducted from final standings.
3rd Offence	Withdrawal from the competition. Any future games will be forfeited. The team will not be eligible for finals.

Nomination fees will not be refunded if a team is withdrawn from the competition due to failure to meet duty requirements.

16. Prize Money

The prize money will be awarded to the winner of each division only, with the advertised amount for that specific competition to be distributed in cash. This amount may vary between divisions, and is at the discretion of the organiser for each new competition launch. This money is not payment.