

WPFG ABRIDGED RULES - BASKETBALL - 3 on 3 - Page 1

GUIDING BODIES

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EVENTS

Men: Open, Senior, Master and Grand Master

Women: Open

Half Court - Maximum of 6 players on a team, plus a non-playing coach

EQUIPMENT

Basketballs: Host shall provide one FIBA approved game ball for each court. The game ball used for the Women's event will be the official size as designated by FIBA for Women's competition. Each team is responsible for bringing its own practice balls.

BRACKETS

A Round Robin tournament followed by single elimination tournament. The teams that finish first or second in each group advance to a Single Elimination Finals Tournament. (Depending on the number of teams entered in the events, the Host, with the approval of the WPFGEF, may change the number of teams that advance to the Finals Tournament.)

SCHEDULING

Schedule for 5 days of competition.

Allow for 90 minutes per game. There is a 15-minute forfeit rule in effect.

GENERAL SPORT RULES for Basketball – 3 on 3

Competitors may enter both “5x5” and “3x3”. However, if a conflict in game schedules occurs due to a competitor entering both sports, the competitor must choose in which sport he/she will compete. The Host will not refund entry fees due to a competitor scheduling conflict.

A team will have a maximum of 3 players on the court, and a minimum of 2 players on the court, during play. A team will forfeit the game if there are not at least 2 players on the court. A team must have 3 players on the court to start a game or a forfeit will be called.

Each team shall designate an individual to function as the team captain for each game. If the team has a sworn Non-Playing Coach, that person may be the Team Captain.

Each game will consist of four 10 minute periods of running time. A 24 second shot-clock and 3 point line will be used in all games. The game clock will be stopped during all dead-ball periods in the last 2 minutes of the 4th period and any extra periods. The game clock will be stopped during all time-outs.

Prior to each team’s first game, a meeting shall be held between the referee and the captain or coach of each participating team to verify the rules of play and conduct.

All competitors must wear a uniform. Each team's uniforms must be numbered and identical in color. Each team must have two different colored uniform shirts available.

NOTE: Any serious violation of conduct, such as fighting or violence toward players or officials, will result in the player(s) immediate ejection from that game and his/her automatic suspension from his/her team's next scheduled game.

The game will begin with a jump ball at the free throw line. The team winning possession of the ball must clear it behind the clearance line. Possession then alternates between the teams.

Each player is allowed up to 5 personal fouls (5th foul removes player from game). Free throws will be awarded with the 5th foul of each quarter. (All shooting fouls result in free-throws).

Changing ends (clearing): The ball must be "cleared" (taken beyond the marked area 28 feet [8.54m] from the baseline) each time possession changes and before a shot may be taken. A ball that is merely touched or deflected by the defense does not have to be cleared. Goals made without properly clearing the ball will be awarded to the opposing team (as if shooting at the wrong basket). Clearing the ball requires that the entire player with the ball, must clear the line.

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Inbounding the ball: The official will control putting the ball into play. Most balls will be inbounded at center court to have the effect of bringing the ball down court. The ball will be inbounded at the following points:

1. Center court - after all goals; after any violation by the offense; after a ball goes out of bounds and is awarded to the defense. The player inbounding the ball must be standing inside the center court jump circle.
2. Nearest point - after a ball goes out of bounds and is awarded to the offense; non-shooting defensive fouls.

There is a 3-point shot in "3 on 3".

Each team is entitled to two time-outs at any time during the first half; three at any time during the second half and one during the extra period. Unused time-outs may not be carried over to the next half or extra period.

Fouls and violations will be assessed using FIBA rules and interpretations 2008.

OVERTIME: if a game ends in a tie score there will be a 5 minute overtime period. The overtime period will be considered an extension of the 4th quarter. Therefore the period will begin with a throw-in by the team that is entitled to the A/P arrow and all fouls will be added to the 4th quarter team foul total.

The score at the end of overtime is final unless there is a tie, and then another overtime period is played. The first three minutes of each overtime period is running time. The last two minutes of each overtime period is stop clock.