

**BECAUSE WE CAN. 3X3 TOURNAMENT  
FIBA MODIFIED RULES**

**Rule differences for U10-U12 Age Groups | Rule difference for U13 | U14 | High School | Women's**

<b>Court and Ball</b>	A 27.5 ball shall be used for U10-U12 divisions A 28.5 ball shall be used for U13+ divisions Half a traditional basketball court
<b>Team roster</b>	3-5 players <i>Note: The 5<sup>th</sup> player will not be entered into the FIBA 3x3 platform to be ranked</i>
<b>Start time</b>	If a team is absent, the beginning of the game shall be delayed for a maximum of 5 minutes. If the absent team has not arrived on the playing court ready to play before 5 minutes have passed, the game shall be forfeited.
<b>Time-outs</b>	1 per team, 60 seconds, only on dead balls
<b>Initial possession</b>	Coin flip OR rock, paper, scissors <i>Note: the team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime</i>
<b>Clearing</b>	Players must clear on every change of possession You are need just <i>both feet</i> outside of the arc (aka 3-point line) to clear
<b>Scoring</b>	1 point and 2 points, if scored behind the arc Free throws are worth 1 point
<b>Game duration &amp; Score limit</b>	<b>U10-U12: 10 minutes playing time or first to 15 points</b> <b>U13+: 10 minutes playing time or first to 21 points</b> <i>Note: Clock is stopped during dead ball situations, including free throws</i>
<b>Overtime</b>	<b>U10-U12: first to score in OT wins the game</b> <b>U13+: first team to score two 2 points in OT wins the game</b>
<b>Shot clock</b>	No shot clock; FIBA 5-second count in effect (held ball or stalling) <i>Note: Stalling is determined by referee</i>
<b>Free throw(s) following a shooting foul</b>	1 free throw; 2 free throws, if foul committed behind the arc Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
<b>Technical Foul</b>	1 free throw + ball possession <i>Note: 2 technical fouls by the same player will result in disqualification of that player</i>
<b>Unsportsmanlike Foul</b>	2 free throws + ball possession <i>Note: 2 unsportsmanlike fouls by the same player will result in disqualification of that player</i>
<b>Foul limit per team</b>	6 team fouls; there are no personal fouls
<b>Penalty for team fouls 7, 8 and 9</b>	2 free throws
<b>...for team fouls 10+</b>	2 free throws + ball possession
<b>Possession following a successful goal</b>	Defense possession right underneath the hoop. They do NOT step out of bounds; instead, they get the ball, clear, and continue playing Ball to be dribbled or passed to a player behind the arc to clear Once a team has possession after a made basket, the defensive team can play defense right away, but is not allowed to play for the ball inside the "no-charge semi-circle" area underneath the basket
<b>Possession following a dead ball</b>	Check ball exchange behind the arc (at the top)
<b>Possession following a defensive rebound or steal</b>	Ball to be dribbled/passed behind the arc; both feet must be behind the arc <b><u>The ball must be cleared beyond the arc on every change of possession (does not matter if the ball has hit the rim or not)</u></b>
<b>Possession following a held ball situation</b>	Defense possession
<b>Substitutions</b>	On dead ball situations, prior to the check ball