

3X3 BASKETBALL
OFFICIALS
TRAINING
RULES, MECHANICS & GAME MANAGEMENT



FUNDAMENTAL
DIFFERENCES

3x3		5x5
UNIVERSAL SIZE 6 - 28.5" WEIGHT - 22 OZ (SIZE 7)	GAME BALL	MEN'S SIZE 7: 29.5" WEIGHT: 22 OZ WOMEN'S SIZE 6: 28.5" WEIGHT: 20 OZ
HALF COURT 36' X 49'	COURT SIZE	FULL COURT PRO/COLLEGE 94' X 50' HIGH SCHOOL '84' X 50'
3 PLAYERS (ON COURT) UP TO 4 TOTAL	TEAM SIZE	5 PLAYERS (ON COURT)
10 MINUTES OR FIRST TO 21 POINTS	GAME DURATION	4 QUARTERS OR 2 HALVES
BEHIND ARC - 2 POINTS INSIDE ARC - 1 POINT FREE THROWS - 1 POINT	SCORING	BEHIND ARC - 3 POINTS INSIDE ARC - 2 POINTS FREE THROWS - 1 POINT
POSSESSION ALWAYS TO DEFENSE	JUMP BALL	ALTERNATING POSSESSION
NO PLAYER FOULS TEAM FOULS ONLY	FOULS	PLAYER & TEAM FOULS
HOCKEY STYLE (PLAYER INITIATED)	SUBSTITUTIONS	SCORER'S TABLE (OFFICIAL INITIATED)

COURT LAYOUT

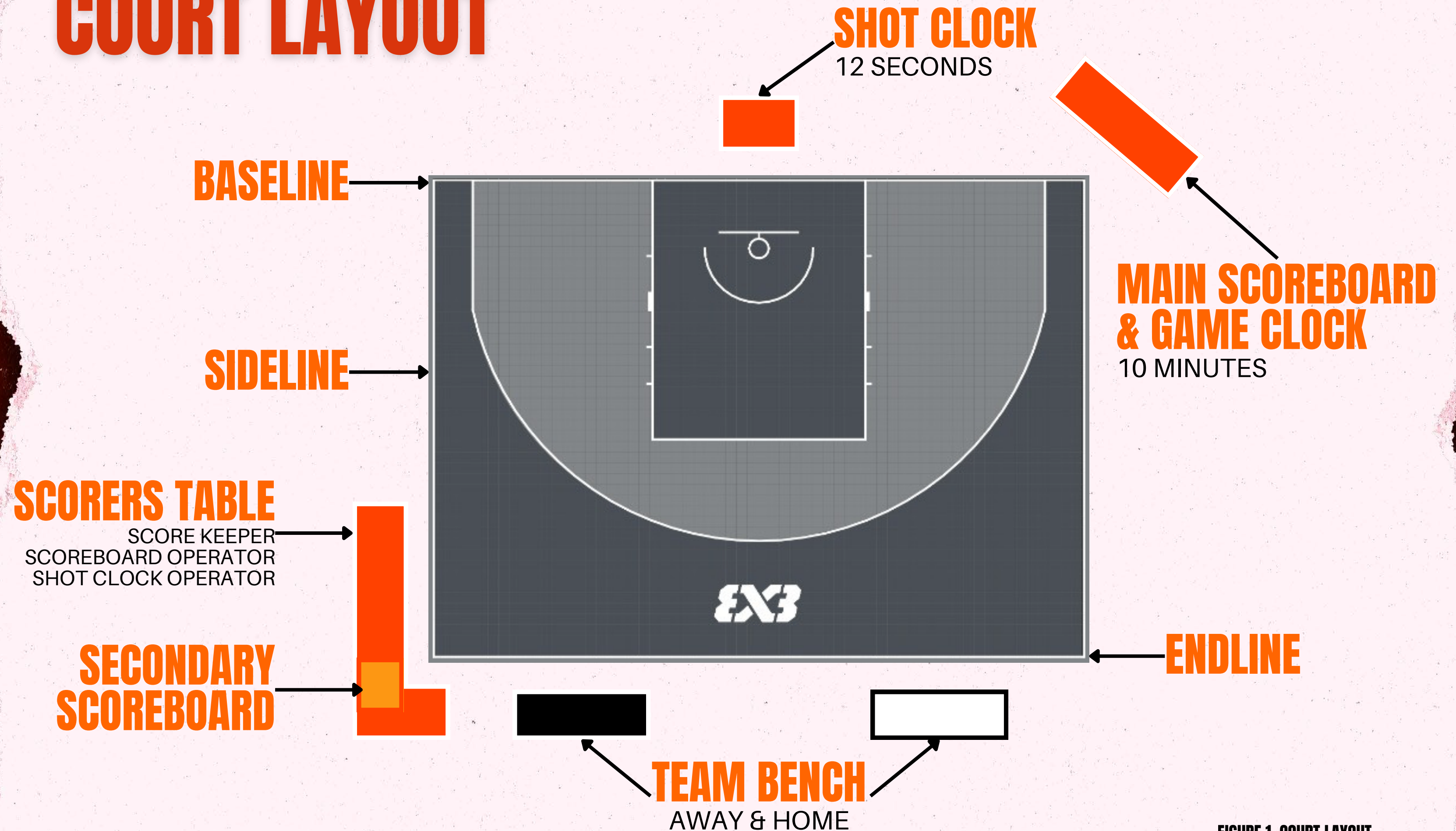


FIGURE 1. COURT LAYOUT

OFFICIALS & ROLES

2 REFEREES

3 TABLE OFFICIALS

REFEREES - Officiate the action, focusing in on their primary coverage areas, and make infraction decisions on the rules within or outside the boundary lines (fouls, 3-seconds violation, shot clock violation, signaling 1 or 2 points to the score table, blowing “Stop Clock” whistle).

- **LEAD** - Positioned at baseline. **Primary Coverage** - **The Key**
- **TRAIL** - Positioned at endline. **Primary Coverage** - **The Perimeter**

TABLE OFFICIAL

- **SCORE KEEPER** - Documents the game by completing the scoresheet, includes the running score, team fouls, timeouts used, and the initial possession as decided by the coin toss.
- **SCOREBOARD OPERATOR** - Tracks the official game clock, records points made, and monitors team fouls.
- **SHOT CLOCK OPERATOR** - Manages the operation of the 12-second clock, including starting, stopping, and resetting it.

REFEREE POSITIONING

The two referees are positioned on opposite sides and ends of the court.

They **do not** rotate throughout the duration of the game (even on stoppage).

LEAD REFEREE

(baseline)

TRAIL REFEREE

(behind arc + opposite lead)



Official's Note:

Trail referee must have a clear sight of the 12-second shot clock and administer all check-ball procedures.

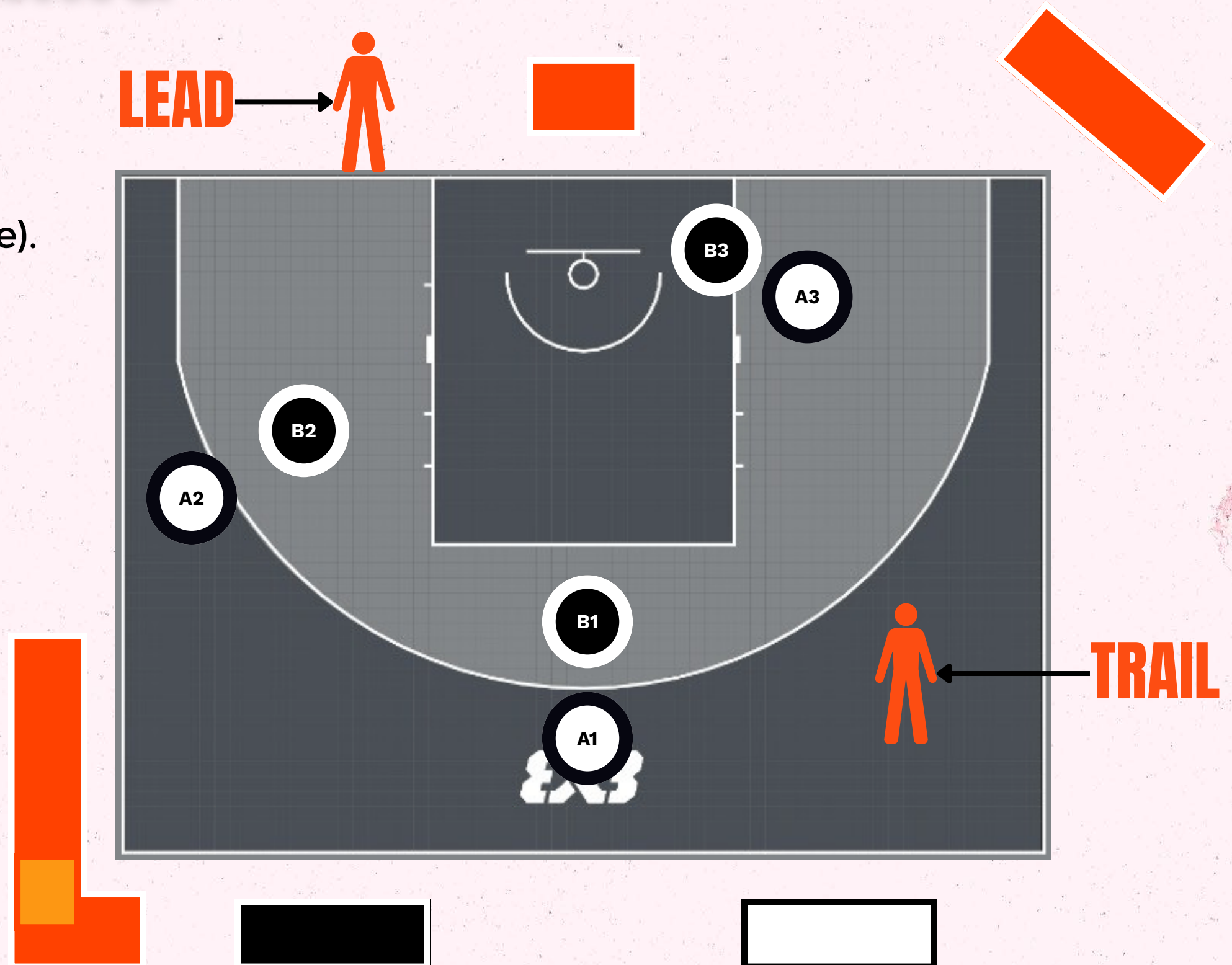


FIGURE 2. REFEREE POSITIONING

GAME EXAMPLE

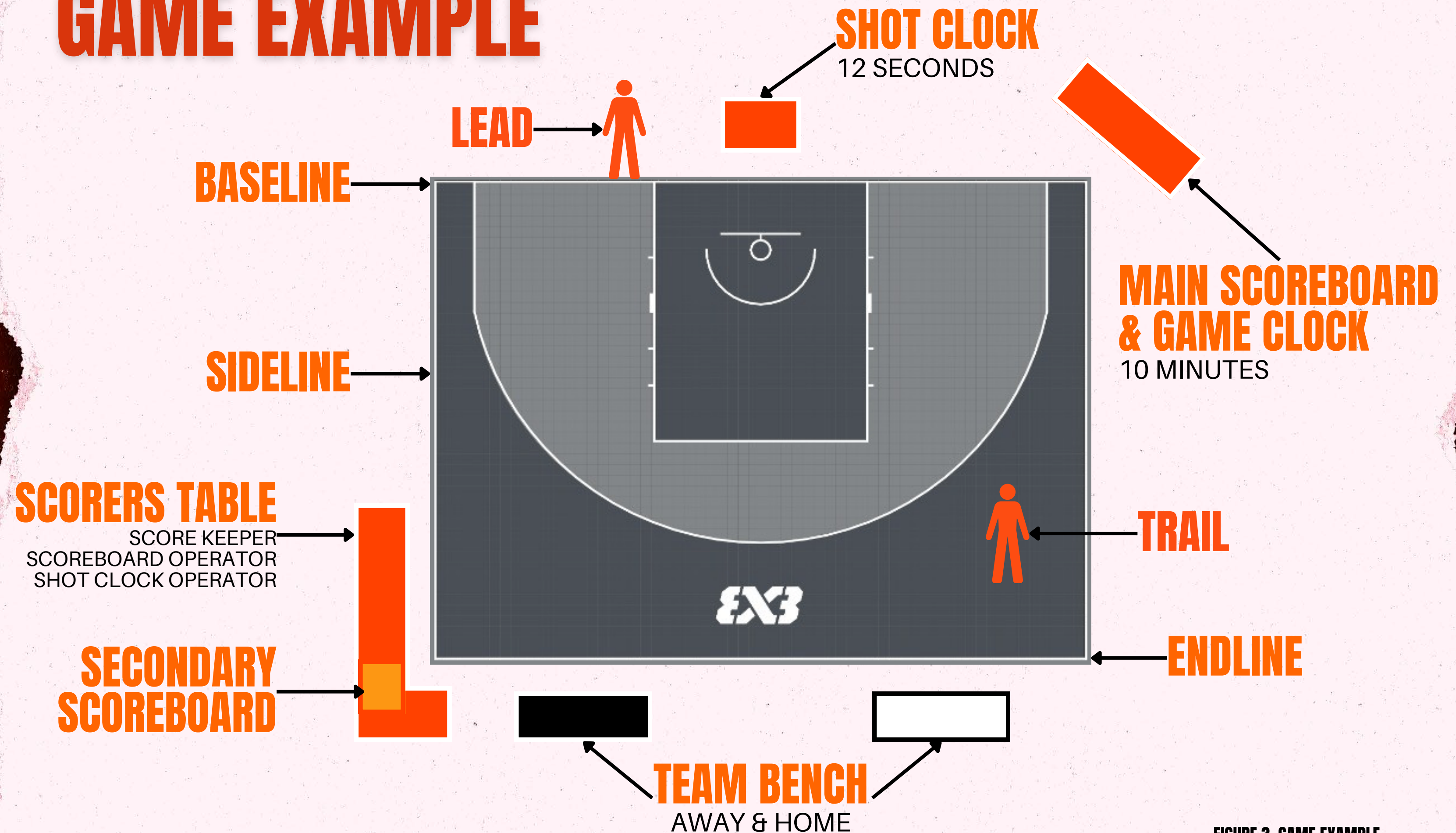


FIGURE 3. GAME EXAMPLE

START OF GAME

REQUIREMENT

Teams must have 3 players on court to start.

COIN FLIP

Conduct as soon as teams enter for warm-ups.

Winner chooses;

- First possession or;
- To defer to and receive first possession in overtime (if applicable)

CHECK BALL

Location: Takes place at the top of the arc (the central area behind the 2-point line).

The Exchange: The offensive player stands behind the arc, the defender faces them and must make a clean bounce pass to the offense to begin the possession.

Clocks: The game clock and the 12-second shot clock start immediately once the ball is in the hands of the offensive player.

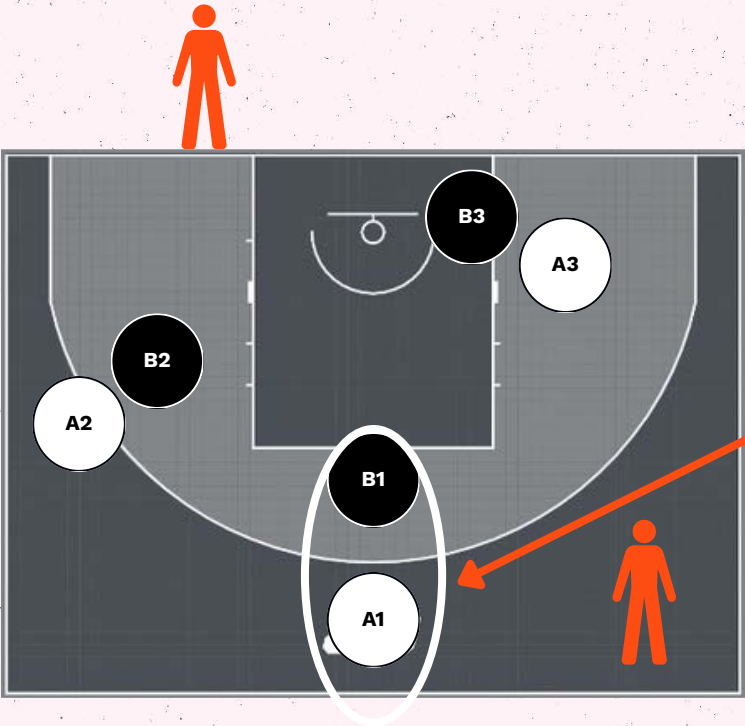
"Live" Ball: Once the offensive player has "clear possession" of the ball following the exchange, they are permitted to dribble, pass or shoot immediately.



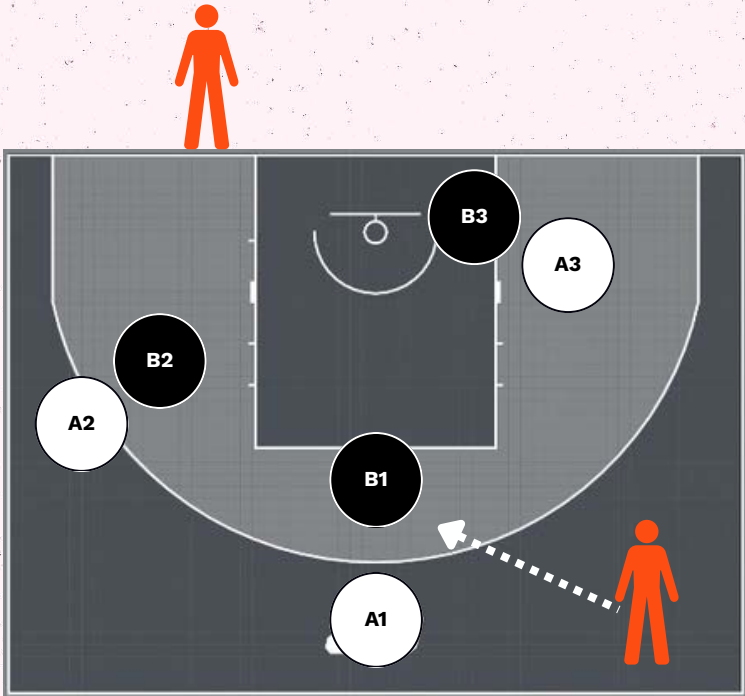
Official's Note: Use a verbal cue like "Ball in," or "Ready," to alert the table staff and players that the live action is about to resume.

CHECK BALL PROCEDURE

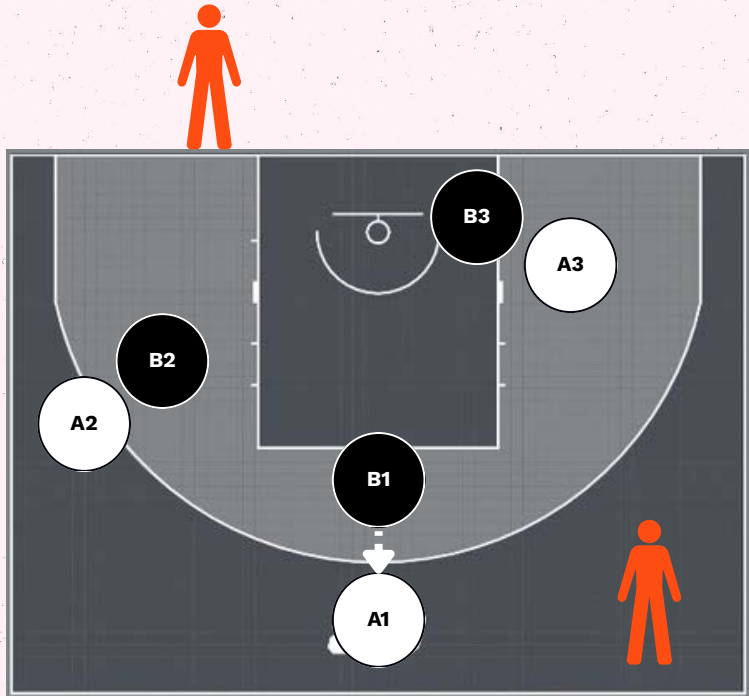
1 OFFENSE (A1) AND DEFENSE (B1)
START AT THE TOP OF THE ARC (KEY)



2 TRAIL REFEREE
PASSES BALL TO DEFENSE (B1)



3 DEFENSE (B1)
CLEAN BOUNCE PASS TO OFFENSE (A1)
*PASS MUST BE PLAYABLE



4 GAME CLOCK AND SHOT CLOCK START
PLAY BEGINS/RESUMES



5 TRAIL REFEREE
CONFIRM CLOCKS STARTED

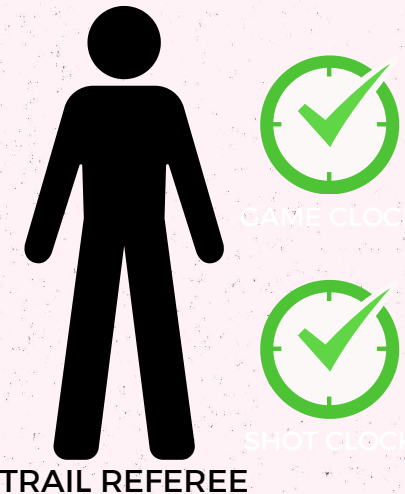


FIGURE 4. CHECK BALL PROCEDURE

CHECK BALL REQUIREMENT

When is a check ball required? ✓

A check ball occurs after any dead ball situation, including:

- Out of bounds
- Fouls (that do not result in free throws)
- Violations (travel, double dribble, 3-second violation, etc.)
- Final free throw where play resumes at the top of the arc (technical foul, 10+ team foul)
- Start of the game or overtime periods
- Timeouts

When is it **NOT** required? ⚡

After a Made Basket: The new offensive team collects the ball from under the net and dribbles/passes it behind the arc. The ball does not become dead.

After a Defensive Rebound/Steal: Play is continuous; the team must simply "clear" the ball behind the arc. The play **does not** become dead.

CHECK BALL

✓ Good Check Ball

Positioning: Offense is behind the arc. The defender is in a guarding stance within 3' (roughly arm's length) of the offensive player.

The Exchange: The defender delivers a clean bounce pass directly to the offensive player's midsection.

Immediate Play: The offensive player can catch the ball and immediately make a move (drive, pass or shoot).

Clock Accuracy: The shot clock and game clock start precisely as the offensive player touches the ball.

⊘ Bad Check Ball

Defensive Sabotage: The defender rolls the ball on the floor, throws it at the offense's feet or throws it over their head to prevent a quick start.

"Line" Violation: The offensive player has a foot on or inside the 2-point line during the exchange.



Official's Note: The trail referee should always ensure the defensive player is ready in a "guarding position" before the exchange happens to prevent an advantage for the offense.

VIDEO 1



CHECKING THE BALL
Example

OUT-OF-BOUNDS INDICATION

MECHANICS



Offense (Baseline):

If possession goes to the offense,
point toward baseline, verbalize:

"White Ball!"

(or team color indicator)



Defense (Endline):

If possession goes to the defense,
point toward endline, verbalize:

"Blue Ball!"

(or team color indicator)



CLOCK MANAGEMENT



Game clock and shot clock stop any time
the ball goes out of bounds.



SHOT CLOCK MANAGEMENT

DURATION

12 SECONDS

RESET

- Change of possession
- Rebounds
- Fouls
- Kicked balls
- Shot (must touch ring)

NO RESET

- Offense retains possession after a deflection
- Out-of-bounds call
- Blocked shot
- After timeout
- Air Ball (shot attempt)



Official's Note:

Hold the shot clock after a made basket until the new offense secures the ball.

FREE THROW POSITIONING

Three defensive and two offensive players, not including the shooter, are permitted on the free-throw lane during a free throw.

The defense can occupy the two lowest spots on the lane, above the lowest hash mark.

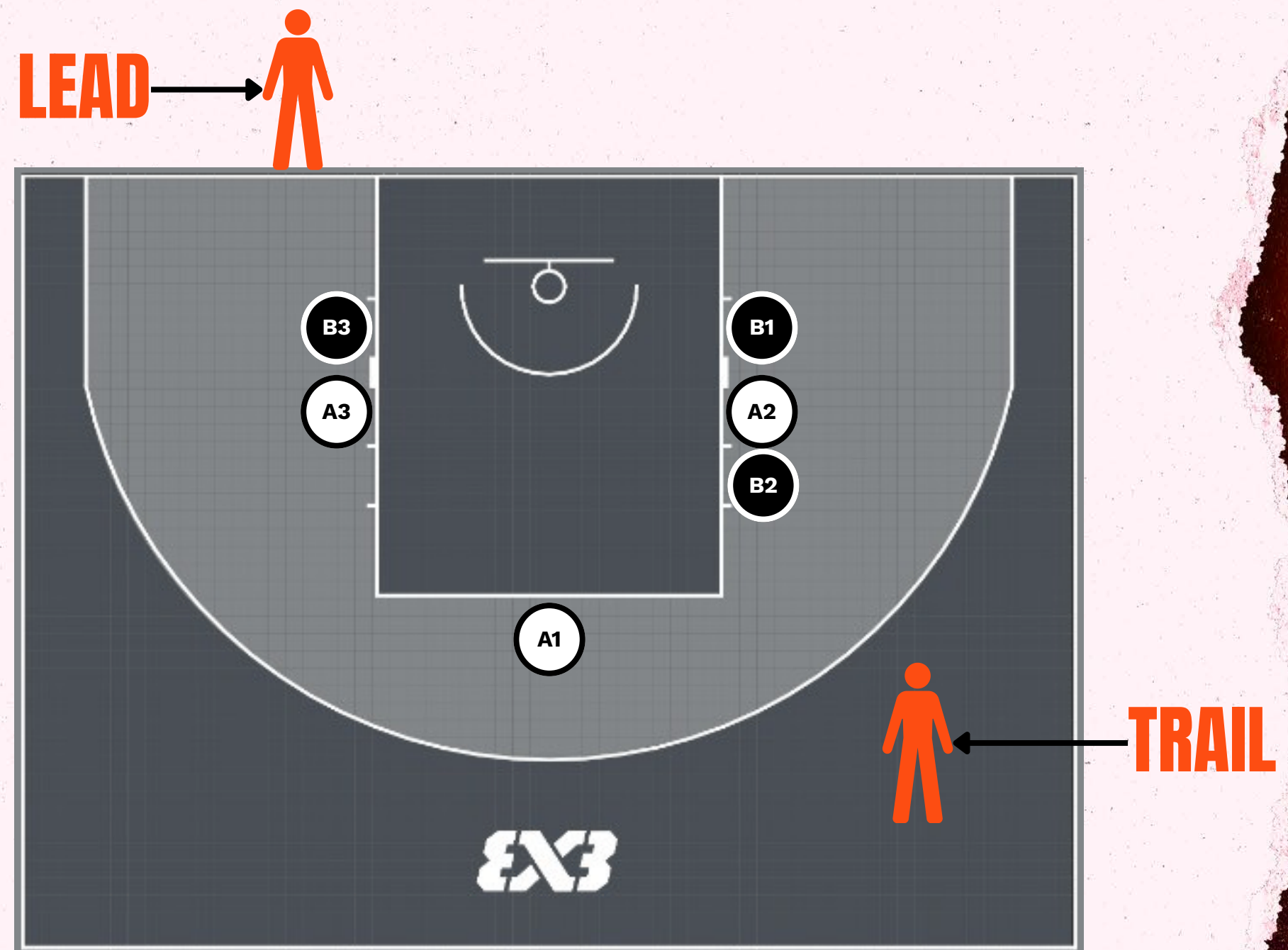


FIGURE 5. FREE THROW POSITIONING

FOULS

RECORDING

Team Fouls ONLY

Player numbers used only for T or U fouls.

PENALTY PHASES

7th, 8th, 9th Foul:

Two (2) free throws for the opponent, even after made shot.

10th Team Foul+:

Two (2) free throws and possession (check ball) for the opponent.

SHOOTING FOULS

Inside Arc: One (1) free throw

Outside Arc: Two (2) free throws

NON-SHOOTING FOUL

Point to the floor. Possession stays with offense. Check ball (unless penalty).



Official's Note: Scorekeeper must communicate team foul count to referees and call out when a team has six fouls as the next foul puts them in the penalty.

TECHNICAL (T)

One (1) team foul & one (1) free throw for opponent. Play resumes at point of interruption.

OFFENSIVE (O)

Does not result in free throws, even in bonus.

UNSPORTSMANSLIKE (U)

First "U":

- Two (2) team fouls
- Two (2) free throws

Second "U":

- Two (2) team fouls
- Two (2) free throws and possession (player disqualification)

VIOLATIONS

Delay of Game

Not collecting the basketball after a made basket to start the new possession and shot clock or intentionally hitting the basketball out of bounds to stop the clock may result in a warning and subsequent technical foul issued by the officials.

3-Seconds In The Paint

Offensive players cannot remain in the paint for more than three-consecutive seconds during live play.

5-Seconds Closely Guarded

Players must pass, shoot or dribble within five seconds if the defense is in an active guarding position and within three feet.

Stalling

Stalling or failing to play actively (not attempting to score) is a violation at the discretion of the officials.

Back to the Basket

Offensive players can't dribble with their back or side to the basket in an attempt to back down their defender while inside the arc for more than three-consecutive seconds.

Goaltending & Interference

A defensive player may swat or tip the ball away once it touches the rim.

Players cannot touch the ball on its downward flight to the basket, while it is in the cylinder above the rim, or after it has touched the backboard but not yet the rim.

Players cannot touch the basket or the backboard while the ball is in contact with the rim.

Violations by the offense void the potential point. Violations by the defense result in automatic point(s) to the offense.



SUBSTITUTIONS & TIMEOUTS

SUBSTITUTION ALLOWANCE

Subs **ARE** allowed before or in-between free throws. Subs are **NOT** allowed after the final attempt, make or miss (as play is continuous).

SUBSTITUTION PROCEDURE

Substitutions are handled by having the incoming player tag the outgoing player only during a dead ball.

SUBSTITUTIONS



No table check-in

**Occurs on any dead ball
prior to the check ball**

**Immediate player
exchange on court**

TIMEOUTS



Player-Called:
Dead Ball **ONLY**
(no live-ball timeouts)

Allocation:
1 per team (30 seconds)

Media Timeouts: 2
First dead ball under 7:00
and under 4:00

DEFENDING IN THE NO-CHARGE SEMICIRCLE

Following a Made Basket:

The new offense must be allowed to collect the ball from the net. The scoring team (now defense) cannot guard inside the semicircle.

Safe Area:

Offense must be allowed to collect the ball and move out of the semicircle unhindered.

Shot clock starts upon offensive possession inside the semicircle.

Transition:

Defense can engage fully once the ball leaves the semicircle and defend all the way out to the arc during the clearing action.



Official's Note: Illegal defense is when the scoring team (new defense) stands or guards (the new offense) while inside the semicircle.

First Violation = delay of game
Additional Violations = risk of technicals

VIDEO 2



DEFENDING
Example

CLEARING THE BALL "Take-Back"

The Rule:

On every change of possession (made basket, steal, defensive rebound), the ball must be cleared behind the 2pt arc before the offense attempts a shot.

Definition of Clear:

Ball must be dribbled or passed behind the 2-point arc. Player with the ball must have two feet behind the arc, or one foot behind the arc with the other elevated (cannot be touching inside the arc).

Violation:

Blow whistle and stop play immediately when the ball leaves a player's hand for a shot attempt if the ball was not cleared prior to the attempt.

Violation Result:

Change of possession and check ball.



Official's Note:

The offense may use the entire 12-second shot clock to clear the ball; there is no requirement to clear it immediately. **DO NOT** whistle for a "no-clear" violation simply because the ball remains inside the arc. A violation should **ONLY** be called if the player attempts a shot before the ball has been cleared.

VIDEO 3



CLEARING THE BALL
Example

OVERTIME

The Rule:

If the score is tied after the 10-minute regulation period, the game enters overtime. The first possession in overtime is awarded to the team that started the game (regulation) on defense. There is no game clock; instead, the period continues until one team scores two points. The first team to reach this total wins immediately, regardless of the margin (does not need to win by two).

EXAMPLE 1

GAME ENDS AT 17-17

OT BEGINS: TEAM (A) SCORES 1 POINT; 18-17
TEAM (B) THEN SCORES A 2-POINT BASKET.

SCORE - 18-19

GAME IS OVER. TEAM (B) SCORED 2 POINTS.

EXAMPLE 2

GAME ENDS AT 15-15

OT BEGINS: TEAM (A) SCORES 1 POINT; 16-15
TEAM (B) THEN SCORES 1 POINT; 16-16
TEAM (A) SCORES ANOTHER 1 POINT.

SCORE - 17-16

GAME IS OVER. TEAM (A) SCORED 2 POINTS.

EXAMPLE 3

GAME ENDS AT 14-14

OT BEGINS: TEAM (A) HAS FIRST POSSESSION
AND SCORES A 2-POINT BASKET.

SCORE - 16-14

GAME IS OVER. TEAM (A) SCORED 2 POINTS.

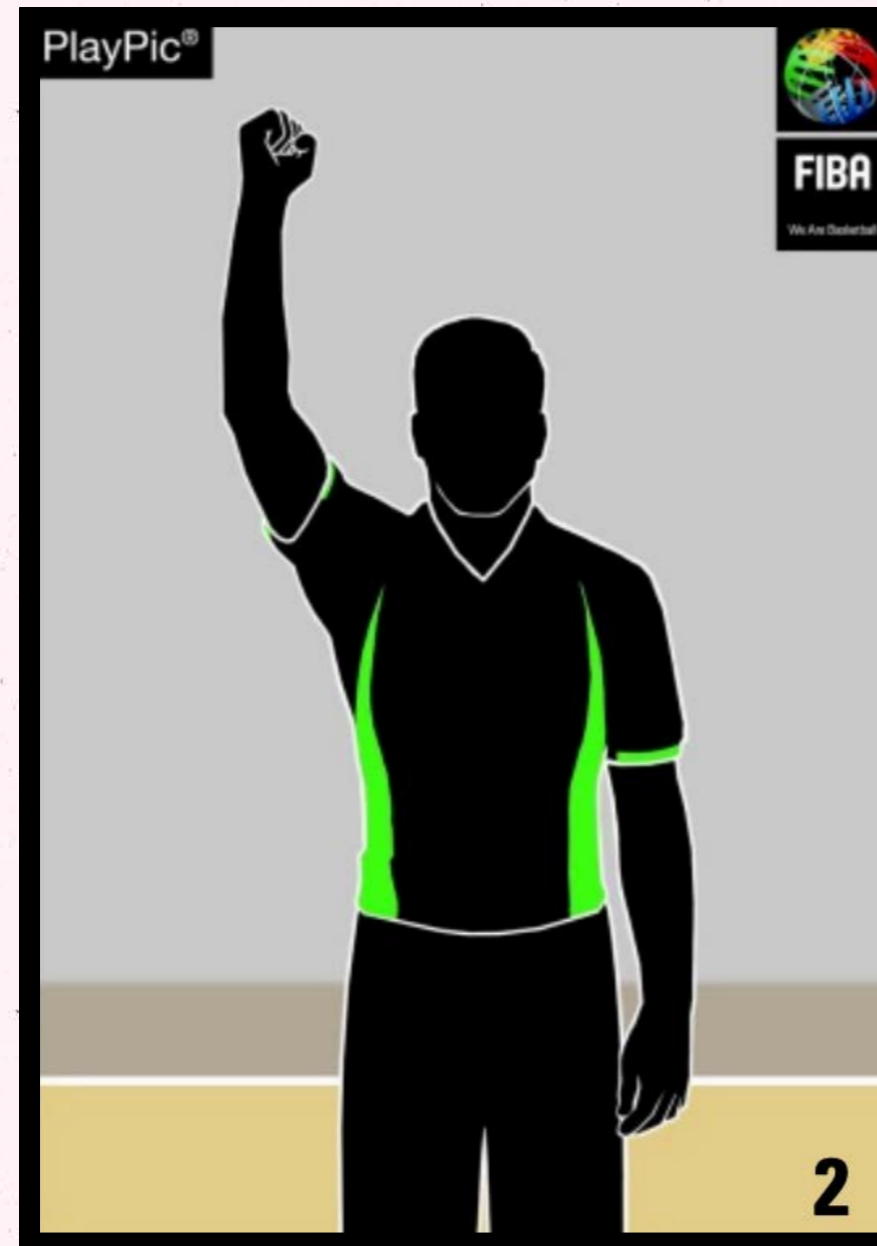
OFFICIAL SIGNALS: GAME CLOCK

STOP THE CLOCK



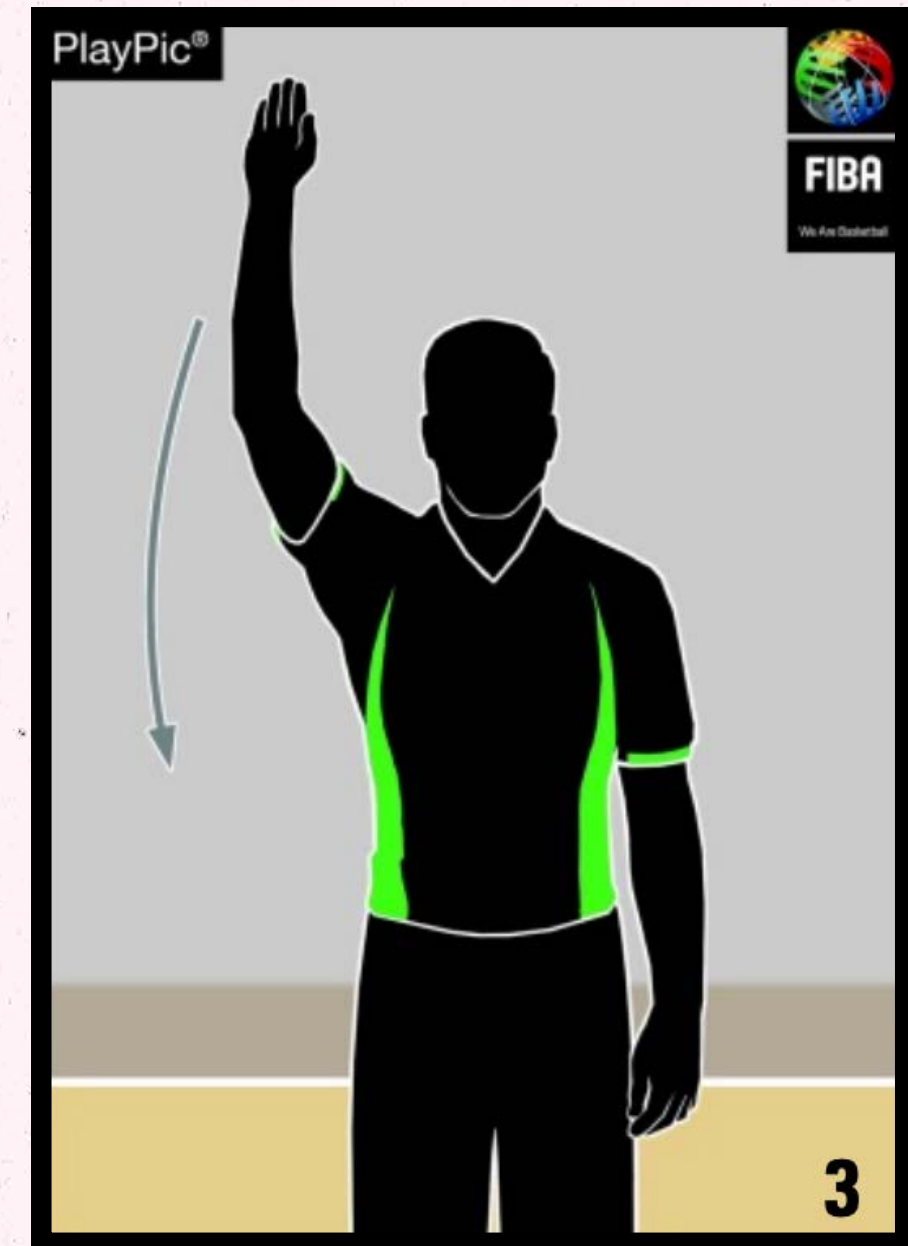
Open Palm

STOP THE CLOCK FOR FOUL



One Clenched Fist

START THE CLOCK



Chop with Hand

FIGURE 6. OFFICIALS SIGNALS: GAME CLOCK

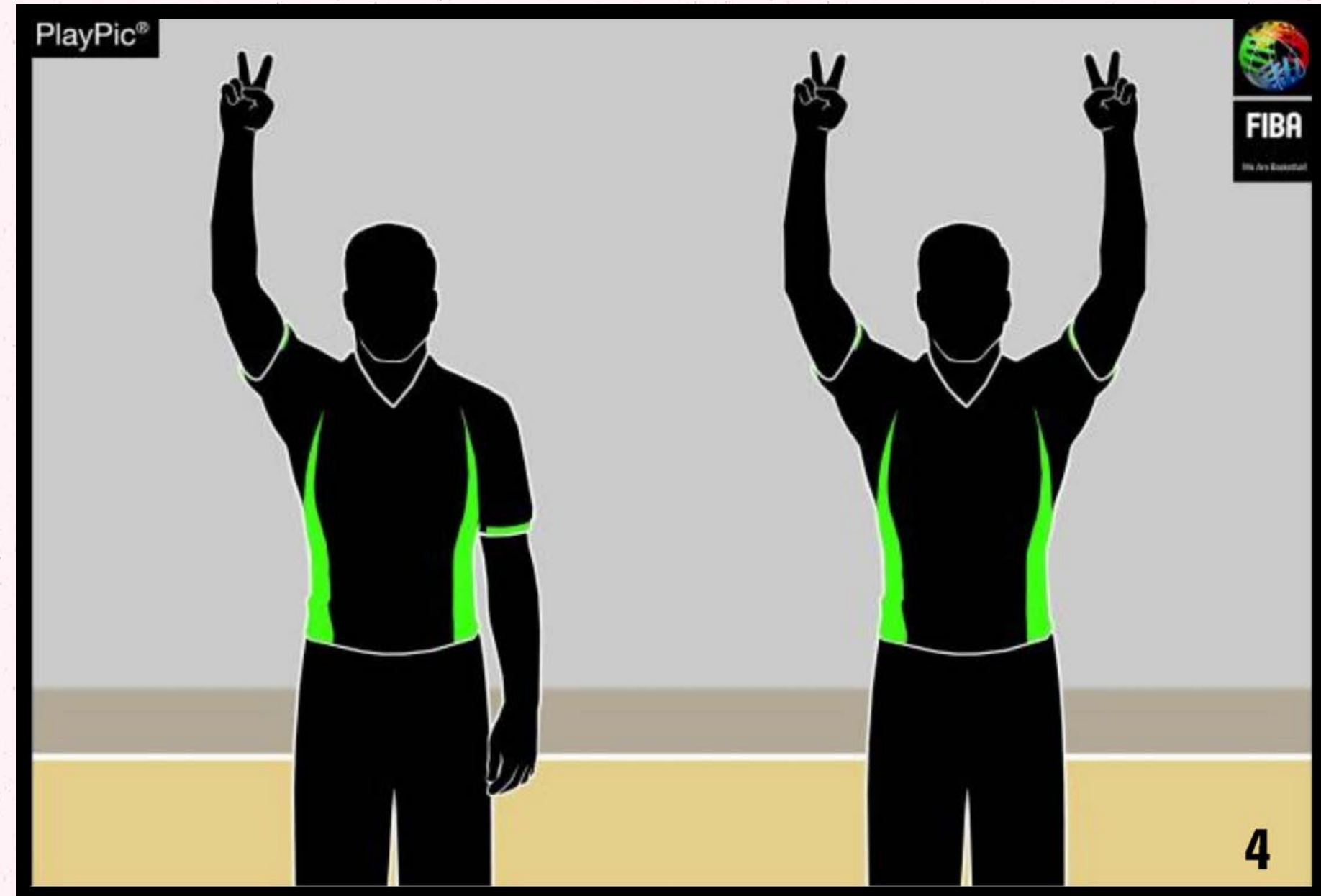
OFFICIAL SIGNALS: SCORING

1 POINT



1 Finger
'Flag' from wrist

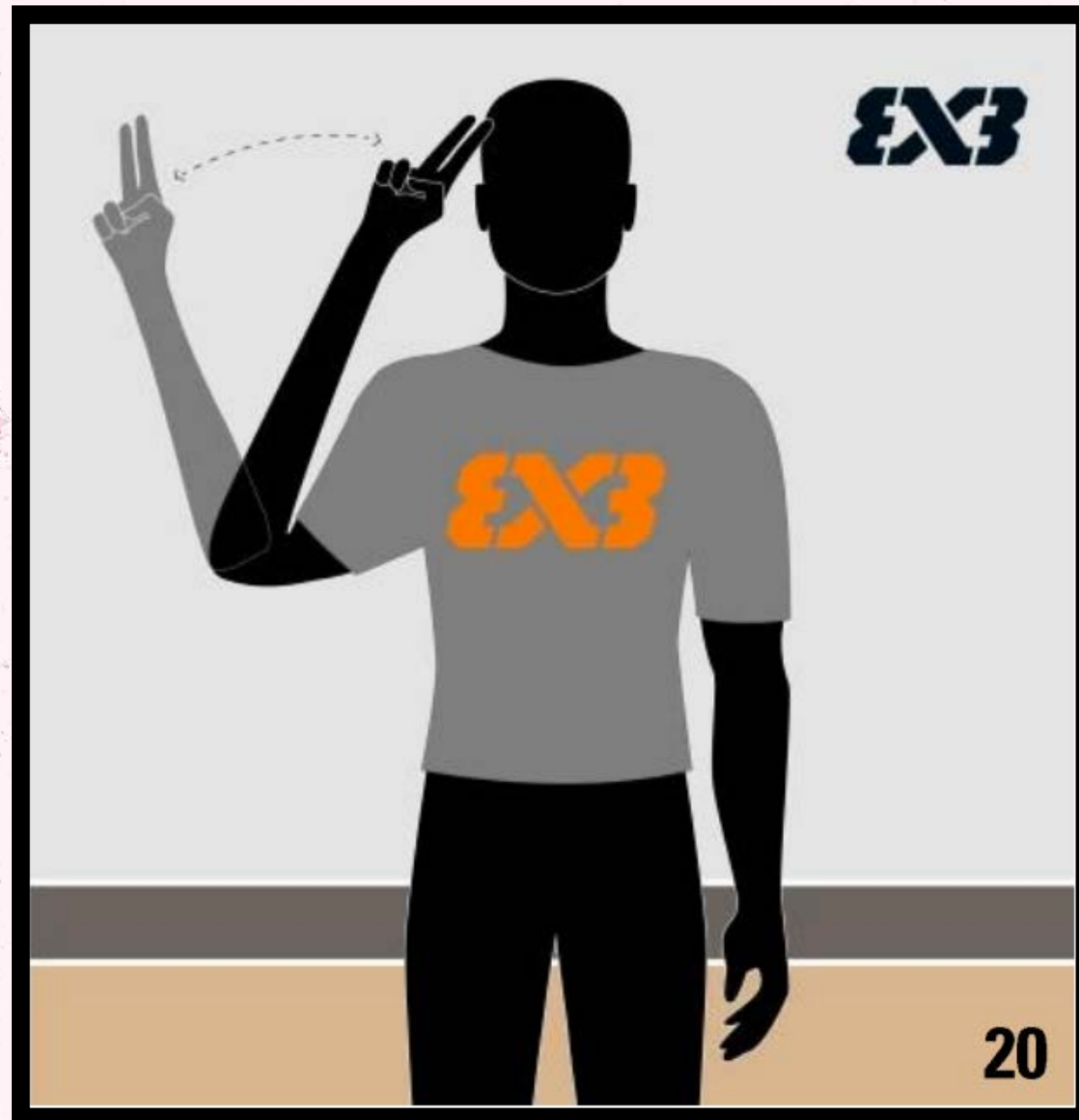
2 POINTS



2 Fingers Extended
ONE ARM: Attempt
TWO ARMS: Successful Attempt

OFFICIAL SIGNALS: 3X3

BALL NOT CLEARED



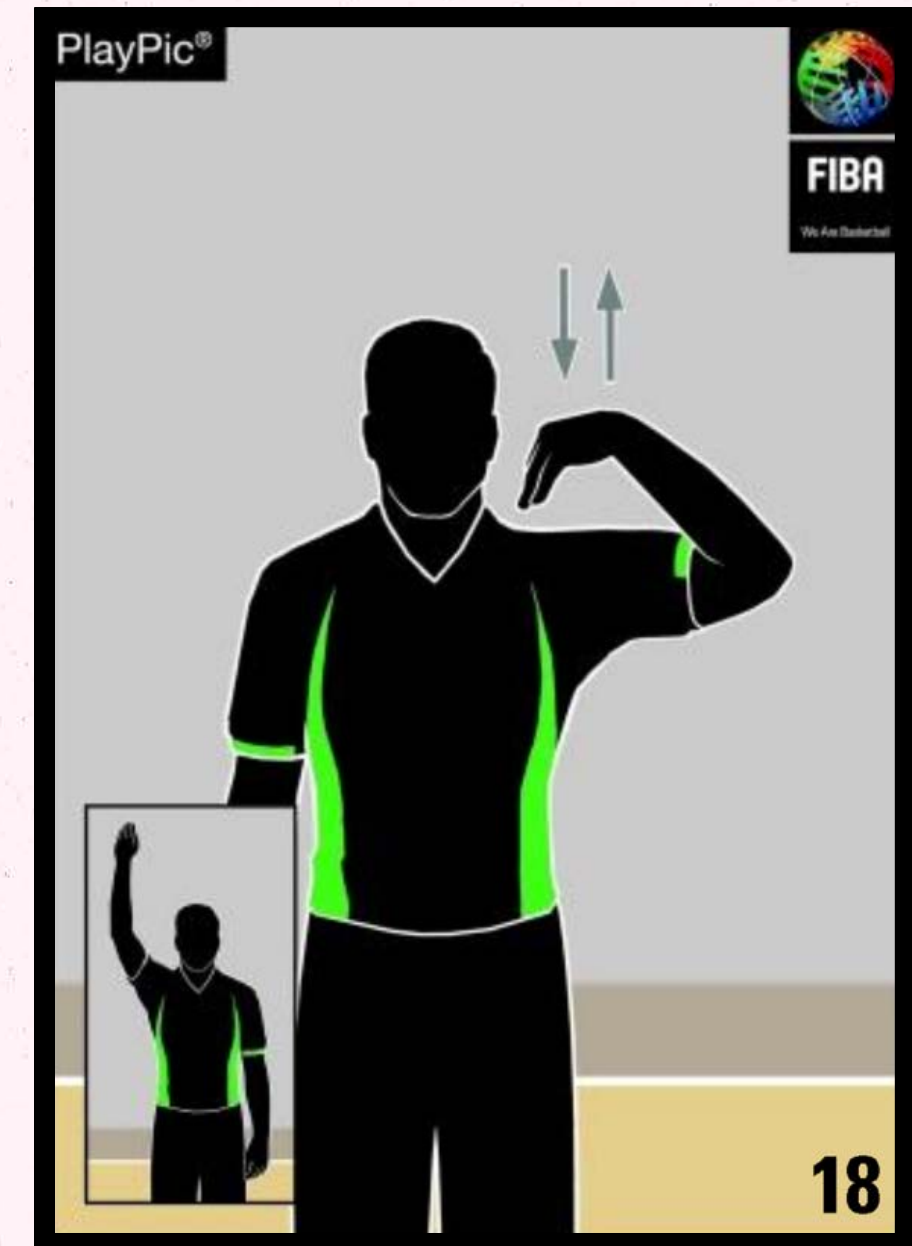
Waive Upheld Hand
Showing 2 Fingers Left to Right

RESET SHOT CLOCK



Rotate Hand,
Extend Index Finger

12-SECONDS



Fingers Touch Shoulder

**FOR MORE FIBA 3x3,
RULES & OFFICIALS RESOURCES**



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