

GOALS

3x3 tournaments enhance **player development** and **improve decision-making skills** in a **fun, competitive and inclusive environment**. This competition format emphasizes **fast-paced** and **high-intensity play**, challenging players to think on their feet, improve individual skills and develop better **basketball IQ** and **court awareness**.

TARGET PARTICIPANTS

Players 12 and older participating through summer basketball programs, such as club teams, travel teams and AAU programs, and middle school or high school programs.

EQUIPMENT NEEDS

COURT

One full court with two baskets allows for two 49' x 36' 3x3 courts. Use a tape measure and court tape to mark off the 3x3 backline at 36' and the no-charge semicircle, if not present. For facilities with additional court availability, increase all resources and participants accordingly.

BASKETBALLS

One 3x3 basketball per court. If official FIBA 3x3 basketballs are not available, use a standard size 6.

SCOREBOARD & 10-MINUTE GAME CLOCK

One per court to track time, points and team fouls. Digital or flip score. Game is 10-minutes stopped clock. 10-14-year-olds may use a 8-minute running clock.

12-SECOND SHOT CLOCK

One per court. Shot clock time can also be kept on a stopwatch or phone and called out. 10-14 year-olds may use a 14-second shot clock.

SCORERS TABLE & TEAM BENCH

One table and three chairs per court for scorers table and staff. One chair per team behind the end line serving as the team's bench and substitute seat.

TEAM UNIFORMS

Four per team in matching color. Teams should provide their own uniforms with reversible light/dark jersey tops.

SOUND SYSTEM

One PA system or speaker to play music during games that covers all courts.

DISPLAY BOARD

One TV, projector or white board to display the game schedule, results and tournament standings.

COURT KIT & SCORESHEET BINDER

One kit per court with table staff essentials (pens, pencils, whistles, stopwatch, first aid) plus a binder with scoresheets.

TOWELS

Four per court. One on each team bench as sweat towels and two at the scores table for spills clean up.

HYDRATION STATION

Water access for player hydration and one cooler for injury ice.

COMPUTER

Used for tournaments building and managing schedules and results on the FIBA 3x3 Event Maker.

TOURNAMENT STAFFING

TOURNAMENT DIRECTOR

One director in charge of the tournament. Role duties include facility securement, team registration management, staff recruitment, schedule creation and distribution, results and standings tracking (on the FIBA 3x3 Event Maker platform, when possible) and organization of tournament sessions.

COURT MONITORS

One court monitor per court. Role duties include management of the assigned 3x3 court to ensure the correct teams and staff are present for game times, teams are in the correct light (home) or dark (away) uniform colors and using the correct team bench, 3x3 rules are properly executed, table staff is trained and on top of scores and time during the game and attitudes and emotions are in check. **Court monitors will also give a 3x3 rules overview and gameplay demonstration** during the 3x3 tournament orientation blocks and give rules refreshers or 3x3 strategy suggestions throughout tournament, as needed.

TABLE STAFF

Four staff per court. Role duties include **scoreboard management** for game time, scores and team fouls, **shot clock operation**, **scoresheet tracking** and one person handling **game operations**. Game operations include team check-in, court set up, court maintenance and bench clean up, ball shagging and hydration station monitoring.

OFFICIALS

Two officials per court. One positioned on the baseline and the other behind the arc, diagonal from each other. The top official must have a clear view of the shot clock. Officials should be properly trained in FIBA 3x3 rules (annex 1, pages 5-6).

MEDICAL PERSONNEL

One on-site athletic trainer. Athletic trainer should have access to an AED, first aid, ice and the facility's emergency action plan.

3X3 TOURNAMENT OUTLINE & STRUCTURE

3x3 tournaments can be played under a one-day or multi-day format contingent on the number of teams and format of the event. For sufficient game guarantees and variety of competition, divide teams into two or more even pools for round-robin games and then advance teams to bracket play based on pool play results.

3x3 tournaments are recommended to open with a mandatory 15-20 minute orientation session for players, spectators and guardians. The tournament orientation should provide an overview of the FIBA 3x3 rules including a gameplay demonstration to help teams understand the pace and style of play. Court monitors should be introduced and handle follow up questions on 3x3 rules or strategies during the tournament.

In addition, the orientation should cover the following topics:

1. Outline the allotted time for teams to warm up on their game court prior to check ball.
2. Demonstrate the traditional FIBA 3x3 warm up in which teams warm up together in joint layup lines.
3. Explain how game results will be tallied and tracked.
4. Overview the seeding and/or advancement criteria for bracket play.
5. Remind teams that there is no in-game coaching in 3x3. Team coaches must stay in spectator areas only.
6. Set behavior expectations on how to support teams and maintain a positive environment.

SCHEDULE FORMAT: Round-robin pool play with advancement to bracket play or consolation games.

POOL PLAY: Three or four teams per pool. At least two pools per competition division.

BRACKET PLAY: Advance the top finishing teams per pool, based on game count and time parameters. Pre-slot advancing pool finishers so teams do not play an opponent from the same pool in the first round of bracket play. Offer consolation games to non-advancing teams, when possible.

3X3 TOURNAMENT GUIDELINES

TEAM ROSTERS

ROSTER FORMATION

Teams should enter the tournament with a pre-set roster decided by the players, coach or program. Rosters are locked after teams check-in. A player can only be listed on and play for one team in a tournament.

PLAYER ELIGIBILITY

Each division of competition should have an appropriate player eligibility criteria. USA Basketball recommends age-based segmentation through age 13, a 14U/8th grade transition year and grade-based segmentation in grades 9-12. Full segmentation model: www.usab.com/play/youth-basketball-guidelines

QUANTITY OF TEAMS

3x3 tournaments should consist of, at minimum, six to eight teams per competition division. This allows for the formation of two pools to guarantee a pool play round and a bracket play round. A six to eight team tournament can operate on only two 3x3 game courts. Increase the team counts in increments of three or four to keep even pools.

TEAM SIZE

Four-player rosters are recommended. A team must have three players available to start the game.

COACHING

There is no in-game coaching allowed. Coaches must sit in spectator seating areas. Acknowledging or receiving coaching during a game may result in a warning and subsequent technical foul to the team.

GAME STANDARDS

3x3 RULES

See 3x3 rules and standards - annex 1, pages 5-6.

MATCHUPS & POOLS

Divide teams into pools evenly based on strength or geographic representation to ensure competitively well-balanced pools.

DURATION OF GAME BLOCKS

20-minute game blocks are recommended. Minimum 15 minutes.

REST TIME BETWEEN GAMES

Allow rest time between games, with no more than two games scheduled back-to-back.

RECOMMENDED NUMBER OF GAMES PER DAY

Each team should play three to four games per day. Do not exceed four games per day.

GUARANTEED GAMES THROUGHOUT TOURNAMENT

Create a schedule that guarantees all teams four to seven games in total.

FIBA 3X3 EVENT MAKER

Building the pool play and bracket play matchups is encouraged to be done on the FIBA 3x3 Event Maker platform. See 3x3 Event Maker guide - annex 2, page 7.

RESULTS | STANDINGS | TIE-BREAKER

WIN/LOSS TALLY STANDINGS

Use the official FIBA 3x3 scoresheet to record game points, fouls and the winning team. Record game results and keep a running win/loss tally to show pool play standings. Update standings after each round.

When two or more teams are tied with the same win/loss tally, follow this tie-breaker progression:

1. head-to-head record (two team tie only) 2. point differential (on average) 3. least points allowed (on average). Once the tie is broken for one team, continue down the progression for remaining teams and do not jump back up to earlier steps.

3X3 TOURNAMENT FORMATS

3x3 tournaments can be played under a one-day or multi-day format. The schedule for a 3x3 tournament will vary based on the number of teams participating. Recommended formats for six and eight teams are outlined below.

SIX TEAMS | ONE-DAY TOURNAMENT

The below format outlines a six-team one-day tournament with a four-game guarantee: two in pool play and two in bracket play. Two three-team pools with the top two teams per pool advancing to bracket play.

SIX TEAMS: POOL PLAY			
TIMING	ROUND	COURT 1	COURT 2
20-MINUTE GAME BLOCKS	1	A1 v A2	B1 v B2
	2	A1 v A3	B1 v B3
	3	A2 v A3	B2 v B3

POOL A 1ST

POOL B 2ND

POOL B 1ST

POOL A 2ND

CONSOLATION GAMES

The last place team from each pool will play two consolation games, to satisfy the four-game guarantee.

EIGHT TEAMS | ONE-DAY TOURNAMENT

The below format outlines an eight-team one-day tournament with a four-game guarantee: three in pool play and one in bracket play. Two four-team pools where the first place team from Pool A competes against the first place team from Pool B to determine the overall tournament champion.

EIGHT TEAMS: POOL PLAY			
TIMING	ROUND	COURT 1	COURT 2
20-MINUTE GAME BLOCKS	1	A1 v A2	A3 v A4
	2	B1 v B2	B3 v B4
	3	A1 v A3	A2 v A4
	4	B1 v B3	B2 v B4
	5	A1 v A4	A2 v A3
	6	B1 v B4	B2 v B3

POOL A 1ST

POOL B 1ST

CONSOLATION GAMES

The second, third and fourth place teams from each pool will matchup to determine third place, fifth place and seventh place. The pool crossover consolation games also satisfy the four-game guarantee.

SIX TEAMS: POOL PLAY | DAY 1

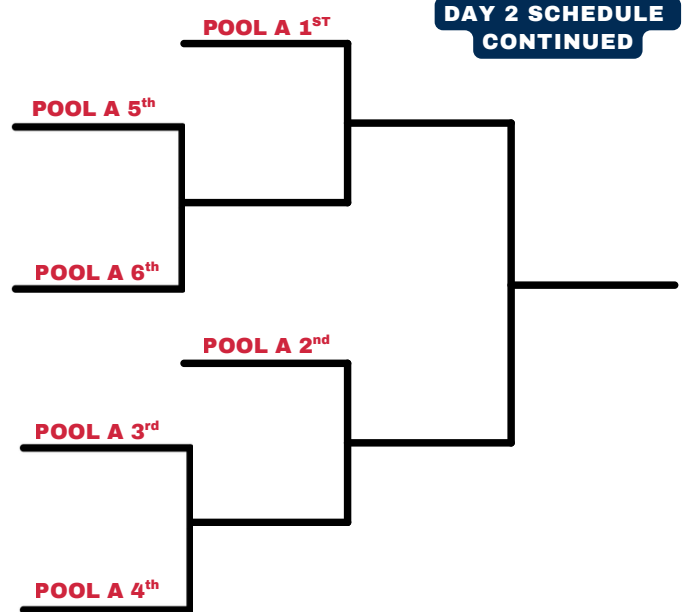
TIMING	ROUND	COURT 1	COURT 2
20-MINUTE GAME BLOCKS	1	A2 v A1	A3 v A6
		A4 v A5	
	2	A3 v A4	A6 v A1
		A2 v A5	
	3	A6 v A4	A2 v A3
		A1 v A5	
	4	A4 v A1	A5 v A3
		A6 v A2	

SIX TEAMS: POOL PLAY | DAY 2

TIMING	ROUND	COURT 1	COURT 2
20-MINUTE GAME BLOCKS	5	A5 v A6	A1 v A3
		A4 v A2	

SIX TEAMS | TWO-DAY TOURNAMENT

This format outlines a six-team two-day tournament with a seven-game guarantee: five in pool play and two in bracket play. One six-team pool with all teams advancing to bracket play.

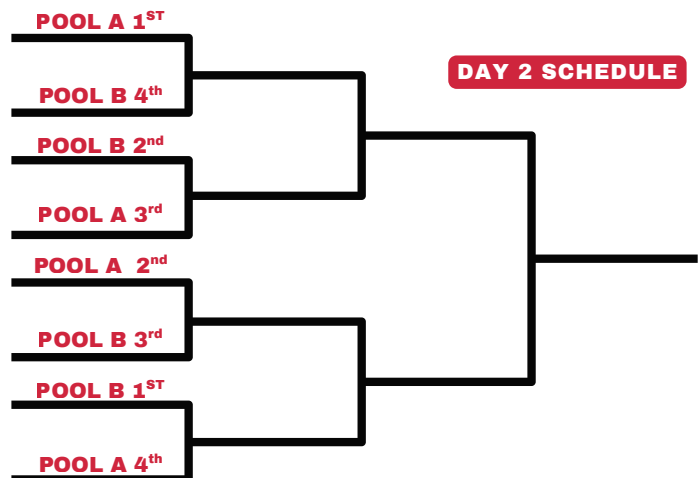


CONSOLATION GAMES

As teams are eliminated from bracket play, they will compete in consolation games to determine third and fifth place. The consolation games also satisfy the seven-game guarantee.

EIGHT TEAMS | TWO-DAY TOURNAMENT

This format outlines an eight-team two-day tournament with a six-game guarantee: three in pool play and three in bracket play. Two four-team pools with all teams advancing to bracket play.



CONSOLATION GAMES

As teams are eliminated from bracket play, they will compete in consolation games to determine third, fifth and seventh place, satisfying the six-game guarantee.

EIGHT TEAMS: POOL PLAY | DAY 1

TIMING	ROUND	COURT 1	COURT 2
20-MINUTE GAME BLOCKS	1	A1 v A2	A3 v A4
	2	B1 v B2	B3 v B4
	3	A1 v A3	A2 v A4
	4	B1 v B3	B2 v B4
	5	A1 v A4	A2 v A3
	6	B1 v B4	B2 v B3



3X3 BASKETBALL IS A FUN AND FAST-PACED GAME THAT HELPS PLAYERS DEVELOP SKILLS THROUGH MORE REPETITIONS AND DECISION-MAKING OPPORTUNITIES. 3X3 RULES ARE OUTLINED BELOW WITH RECOMMENDATIONS TO ADAPT THE GAME TO ALL AGES AND ABILITY LEVELS. PLEASE NOTE, WHERE A SPECIFIC RULE IS NOT LISTED, IT IS RECOMMENDED TO REFER TO THE OFFICIAL FIBA 3X3 BASKETBALL RULES AT [FIBA3X3.COM/RULES](https://www.fiba3x3.com/rules).

EQUIPMENT & DIMENSIONS

BASKETBALL

Official FIBA 3x3 basketball is a standard size 6 with the weight of a size 7 ball. For 10-14-year-olds use a FIBA 3x3 ball or a size 6, and for 6-9-year-olds use a FIBA 3x3 junior ball or a size 5.

BASKET HEIGHT

Height of rim is 10'. For 10-14-year-olds use a 9' or 10' hoop, and for 6-9-year-olds use an 8' hoop.

COURT

3x3 court is 49' wide and 36' deep. For ages 14 and younger use one half of a basketball court.

2-POINT LINE

2-point arc distance is 22' from the center of the basket. For ages 14 and younger arc distance is 19'9" or use existing arc.

FREE THROW LINE

Free throw line is 15' from plane of backboard and the lane is 16' wide. For ages 14 and younger use a 12' lane width and 14' free throw line as needed.

NO-CHARGE SEMICIRCLE

Half-circle area underneath the basket measuring 4' from the center of the basket. On the clear out after a made basket, the defense cannot defend inside the semicircle. Ages 14 and younger may extend the restricted defensive area to the paint if semicircle is not present.

SUBSTITUTE BENCH

Along the top endline is space for subs (6'6"). One single chair should be set up per team behind the endline for the substitute to sit in. Chairs should be spaced apart so when teams huddle at bench during timeouts they are separated. With back to the basket, the home bench is the chair on the right.

GAME PROCEDURES

COACHING

No coaching allowed during games. Players must coach each other. Overt coaching can result in a warning and then technical foul penalty issued by the officials. Only penalize for 9th grade and older. For 6-9-year-olds officials may help players with rule reminders.

TEAM SIZE

Four players per team. Must have three players to start a game. For 6-9-year-olds rosters may consist of five players.

FIRST POSSESSION TO START GAME

Winner of a coin toss can choose to start with the ball OR to defer the first possession to the other team and have the ball first in a potential overtime.

CHECK BALL & INBOUNDING

The ball is always inbounded up top between the 2-point line and top endline. The offensive player must be behind the 2-point line, with about three feet between offensive and defensive player. To start play, the defensive player must make a clean bounce pass to the offensive player so the offense can take control. The offensive player may pass, shoot or dribble to start the play. Officials are required to initiate the check ball to start the game and overtime. During the game, a check ball requires no action from officials if players are in the correct positions.

OFFICIALS

Two on-court officials. One scorekeeper, one shot clock operator and one scoreboard operator as table staff.

GAME TACTICS

PLAYING TIME

Playing time is unspecified. For all ages it is recommended to sub on every dead ball. For ages 14 and younger require players to sub on every dead ball.

DEFENSES

No restrictions on defensive style of play. For all ages person-to-person defense is recommended. For ages 14 and younger only person-to-person defense should be allowed.

DOUBLE-TEAMING

Double-teaming or crowding is allowed. For all ages double-teaming or crowding is not recommended. For ages 14 and younger double-teaming or crowding should not be allowed.

STEALING FROM THE DRIBBLER

Stealing from the dribbler is allowed. For 10-14-year-olds stealing from the dribbler should only be allowed if the dribbler is in the free throw lane. For 6-9-year-olds stealing from the dribbler should not be allowed.

BALL SCREENS

On-ball screens are permitted. For ages 14 and younger on-ball screens should not be allowed.

BALL-SCREEN DEFENSE

Not specified. For ages 14 and younger switching should not be allowed as players should fight through screens.



GAMEPLAY & RULES

GAME LENGTH

Game is 10 minutes long. All ages may use a running clock, and ages 14 and younger may use an 8-minute running clock.

WINNING TEAM

First team to 21 points wins, or leader after 10-minute game clock expires. 10-14-year-olds may play to 15 points, and 6-9-year-olds may play to 7 points.

SHOT CLOCK

12-second shot clock. Resets to 12 seconds on any rebound, steal, kick ball or foul. For 10-14-year-olds use a 14-second shot clock, and for 6-9-year-olds use a 16-second shot clock.

SCORING

1 point for baskets made inside the arc and made free throws. 2 points for baskets made outside the arc.

TIME OUTS

Each team has one 30-second timeout that only can be taken on a dead ball. An unused timeout does carry into overtime. Timeouts must be called by players, as there is no in-game coaching. For 6-9-year-olds set an automatic timeout midway through the game. Two 30-second media timeouts, if applicable, occur at the first stopped clock under 7 minutes and under 4 minutes.

CLOCK STOPS

The clock stops only on a dead ball (foul, free throw, out of bounds, shot-clock violation, kick ball, official's whistle). All ages may use a running clock.

CHANGE OF POSSESSION - CLEARING THE BALL

On any change of possession the offense must clear the ball by dribbling or passing behind the arc before attempting to score. Behind the arc means a player has neither foot inside the arc or on the arc line.

JUMP BALL SITUATION

On any jump ball, possession goes to the defense.

SUBSTITUTIONS

Any team can substitute on a dead ball. Requires no action from officials or table.

FREE THROW TIME LIMIT

Ten second time limit for player to shoot free throw.

PLAYER POSITIONS ON FREE THROWS

Three defensive and two offensive players, not counting the shooter, are permitted on the free throw lane during a free throw. The defense is permitted the two lowest spots on the lane, which are above the lowest hash mark.

OVERTIME

The first team to score two points in overtime wins. A team does not need to win by two points, and the team that started the game with the ball starts overtime on defense. There is one minute between the end of regulation and the start of overtime. Ages 14 and younger may play first to score one point in overtime wins or end in a tie.

FOULS

All player common fouls are recorded as team fouls. Only technical or unsportsmanlike fouls are recorded to individuals.

BONUS SITUATION

Two free throws are awarded on the 7th team foul. Two free throws and possession of the ball are awarded on the 10th team foul. No free throws awarded on offensive fouls. Ages 14 and younger may shoot one free throw or automatically receive points.

TECHNICAL FOULS

A non-contact foul of behavior-nature. A technical foul results in one team foul and one free throw awarded to the other team.

UNSPORTSMANLIKE FOULS

A contact foul with excessive, hard or dangerous contact. The first unsportsmanlike foul of a player results in two team fouls and two free throws awarded to the other team. A second unsportsmanlike foul of a player results in two team fouls, plus two free throws and possession of the ball to the other team.

DISQUALIFICATION

Players are disqualified from the game after two unsportsmanlike fouls. Additionally, players may be issued a disqualifying foul, which is any flagrant unsportsmanlike action by players or substitutes. Disqualifying fouls result in the player being ejected and two team fouls, plus two free throws and possession awarded to the other team.

DELAYS 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. Only penalize for 9th grade and older.

3-SECONDS IN RESTRICTED AREA

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

5-SECONDS CLOSELY GUARDED

Player must pass, shoot or dribble within five seconds if defense is in an active guarding position and within three feet. Only penalize for 9th grade and older.

STALLING

Stalling or failing to play actively (not attempting to score) is a violation at the discretion of the officials. Only penalize for 9th grade and older.

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.

GUARDING IN NO-CHARGE SEMICIRCLE

After a made basket, the defensive team is not allowed to play for the ball or guard inside the no-charge semicircle. Violations may result in a warning and subsequent technical foul issued by the officials. Only penalize for 9th grade and older.

FOULS & PENALTIES

GAMEPLAY VIOLATIONS

FIBA 3X3 EVENT MAKER

The FIBA 3x3 Event Maker is a free, online resource that tournament directors can use to create, manage and promote their 3x3 competitions. It is recommended to use the FIBA 3x3 platform to organize 3x3 leagues and tournaments and set up schedules. Follow the instructions below, which outline the basic requirements to get started and build your event on em.fiba3x3.com.

FIBA 3X3 EVENT MAKER: STEP-BY-STEP

STEP 1: INVITE PLAYERS TO CREATE A FIBA 3X3 PROFILE

To create a FIBA 3x3 profile (QR code below) players will submit their details on an online form: gender, date of birth, first name, last name, nationality, hometown, email, phone number and create a password. After creating their profile, players will receive an email to verify their account. It is important to ensure a valid email is entered correctly. By creating a profile, players can be added to events on the 3x3 Event Maker and earn ranking points.

STEP 2: CREATE THE EVENT

The event operator must also create a FIBA 3x3 profile (step 1). Once the 3x3 profile is verified, visit em.fiba3x3.com (QR code below) and enter the event operator username and password then select "Sign In". Login credentials must match the operator's 3x3 profile credentials. Select the "+ Create Event" button and enter the required information: name, dates and location of the event. Click "Confirm" to finalize creation of the event. The event is now created and will appear in the operator's dashboard.

STEP 3: OVERVIEW TAB

The Overview tab outlines all top level event details, including the name, dates and location. To make changes to this information, select the "Edit" button.

STEP 4: CATEGORIES TAB

The Categories tab is used for adding divisions of competition (ex. 10th grade boys, 9th grade boys, 8th grade boys). To add a category, click "+ Create Category" and submit submit division details. Changes can be made by clicking "Edit".

STEP 5: COURTS TAB

The Courts tab is used to add and name courts for the event. To add a court, select either the "+ Create Multiple Courts" button or the "+ Create Court" button. Changes can be made by clicking "Edit".

STEP 6: TEAMS TAB

The Teams tab is used to create teams and add players to team rosters. To create a team, select "+ Register Team", enter the team name and add players to the team using the search feature to find players in the 3x3 profile database. Only players with confirmed FIBA 3x3 profiles can be added to a roster. Rosters may only include four players.

STEP 7: SCHEDULING TAB

Time to build the schedule! First, click "Create/Edit Schedules", then using the drop down on the left panel, select from the divisions of competition (created in step 4). Select the "gear" icon to set the number of teams and pools for the division schedule. Select the "+" next to "Knockout Round" to add an optional bracket round. Using the drag and drop feature, build each pool by assigning teams to a specific pool. To schedule games, click "Games" and select from the list of matchups on the left panel and drop into the desired time and court slot (created in step 5). Once all games have been scheduled, click the "green disk icon" to save.

STEP 8: RESULTS / STANDINGS TAB

The Results/Standings tab is used to track event standings. Throughout competition, enter in the game results (team points) and the Event Maker will track outcomes and populate standings. Every time final game scores are added, refresh the page to see an updated snapshot of the standings.

STEP 9: REPORTS TAB

The Reports tab is used to print scoresheets, rosters and other event related reports.

STEP 10: TO DO TAB

After all information is added and the event is fully built, select "Make Official" to validate the event. The validation process is how the event becomes official and is recorded under FIBA 3x3 so players can earn points.

**CREATE A FIBA
3X3 PROFILE**



**FIBA 3X3 EVENT
MAKER WEBSITE**

