



Competition Rules

Adapted from the FIBA Official 3x3 Basketball Rules (Short Version)

Draft for review

Version 0.3

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These rules govern McKinnon Basketball Association (MBA) 3x3 competitions. They are based on the FIBA Official 3x3 Basketball Rules (Short Version) and adapted for MBA events. Where this document is silent, the current FIBA 3x3 rules and the MBA by-laws apply. Where this document differs from the FIBA rules, this document prevails for MBA 3x3 events.

1. Court and Ball

- 1.1** Games are played on a 3x3 court with one basket. Half of a regular basketball court may be used. The playing area includes a free throw line, a two point line and the no charge semi circle under the basket (where available).
- 1.2** A regular basketball is used in all categories – as per MBA Bylaws.
- 1.3** Scores are shown on flip scoreboards at each court. One master timer runs the playing time for all courts in a session. Court timer and equipment to be confirmed before the event.

2. Teams

- 2.1** A team has no more than four players: three on court and one substitute.
- 2.2** Coaching is discouraged. A coach may direct substitutions only. Coaches are not seated on the court and do not coach during live play.

3. Game Officials

- 3.1** One referee manages each hoop. The Grand Final is managed by two referees.

4. Beginning of the Game

- 4.1** Both teams warm up before the game together.
- 4.2** A coin flip decides first possession.
- 4.3** A game starts only when both teams have three players ready to play. Clock is running clock so it will start if players are not ready.

5. Scoring

- 5.1** A made shot from inside the arc scores one point.
- 5.2** A made shot from behind the arc scores two points.
- 5.3** A made free throw scores one point.
- 5.4** Scores are recorded electronically via PlayHQ.

6. Playing Time and Result of a Game

- 6.1** Each game is played within a 12-minute timeslot . Games will go for 10 minutes (continuous, does not stop for dead balls, fouls or free throws) followed by a 2 minute change-over before the next game.
- 6.2** A team that reaches 21 points before time expires wins the game immediately.
- 6.3** Draws stand. There is no overtime in pool games. A game level at the end of playing time is recorded as a draw.

- 6.4** If the Grand Final is level at the end of playing time, a short overtime is played and the first team to score 2 points wins.
- 6.5** A team that is not present with three players ready to play at the scheduled start loses by forfeit. The result is recorded as a win 21 to nil for the opponent.

7. Fouls and Free Throws

- 7.1** A team is in a penalty situation after it has committed six team fouls. Each team provides a scorer, who tracks team fouls via paper and communicates the running foul count to the referee.
- 7.2** When a foul is committed on a player in the act of shooting:
- If a made shot is from the field, the goal counts and one free throw is added. Two free throws are awarded from the seventh team foul.
 - If a shot from inside the arc is missed, one free throw. Two free throws are awarded from the seventh team foul.
 - If a shot from behind the arc is missed, two free throws.
- 7.3** Unsportsmanlike and disqualifying fouls count as two team fouls. The first unsportsmanlike foul of a player is penalised with two free throws and no possession. A disqualifying foul, including a player's second unsportsmanlike foul, is penalised with two free throws and possession.
- 7.4** Team fouls seven, eight and nine are penalised with two free throws. Team foul ten and any further team fouls are penalised with two free throws and possession.
- 7.5** Technical fouls are penalised with one free throw, administered immediately. Play then resumes with a check ball for the team that was entitled to the ball.

Note: An offensive foul is not penalised with free throws.

8. How the Ball is Played

- 8.1** After a made field goal or last free throw, a player from the non-scoring team restarts play by dribbling or passing the ball from under the basket to a spot behind the arc. The defender may not play the ball in the no charge semi-circle under the basket.
- 8.2** After a missed field goal or last free throw, an offensive rebound may be scored without clearing the ball. A defensive rebound must be cleared behind the arc by a pass or dribble, with both feet outside the two-point line, before an attempt at goal.
- 8.3** After a steal or block, the ball must be cleared behind the arc.
- 8.4** Possession after any dead ball resumes with a check ball behind the arc at the top of the court. The check ball is a pass exchanged between the defender and the offensive player. The referee does not need to handle the ball.
- 8.5** A player is behind the arc when neither foot is inside or on the arc line.
- 8.6** A jump ball resumes with a check ball for the team that was last on defence.

9. Pace of Play

- 9.1** There is no formal shot clock. Referees manage possession time verbally. If a team's possession is judged to be running too long (approximately 15 seconds or more), the referee gives the offensive team a 5-second countdown to shoot, called aloud.

- 9.2** If no shot is attempted within the 5-second countdown, a violation is called and possession passes to the opposing team. If no shot is attempted, possession passes to the opponent.
- 9.3** After the ball has been cleared, an offensive player may not dribble inside the arc with back or side to the basket for more than three consecutive seconds.

10. Substitutions

- 10.1** Substitutions are permitted when the ball is dead, before a check ball or free throw.
- 10.2** A substitute enters from the top of the court, at the team bench. No notice to the referee is required.
- 10.3** A coach may direct substitutions only and takes no other coaching role during play.

11. Time-outs

- 11.1** No time-outs are granted in pool or regular games.
- 11.2** In the Grand Final each team is granted one time-out of 30 seconds, requested when the ball is dead before a check ball or free throw. The game clock continues to run during the time-out.

12. Uniforms

- 12.1** Standard basketball uniform rules apply. No representative uniforms allowed. Team jerseys must match.
- 12.2** Reversible uniforms may be used where this is confirmed by MBA before the event.
- 12.3** Pockets of any type are not permitted.

13. Pools and Standings

- 13.1** Teams are placed into pools through a semi grading process. Placement is based on the players in the team, the division they come from and the overall makeup of the team.
- 13.2** Pool standings are decided in the following order. Each step is applied only to teams still tied after the previous step:
- Most wins.
 - Head to head result between the tied teams.
 - Highest average points scored, counting no more than 21 points in any single game.
 - Seeding.
- 13.3** Byes may be scheduled to give teams natural breaks between games.

14. Conduct and Disqualification

- 14.1** A player is disqualified for the remainder of a game when charged with a second unsportsmanlike foul.
- 14.2** MBA may remove a player or team from the event for acts of violence, verbal or physical aggression, or interference in game results. The MBA by-laws on conduct, integrity and child safety apply at all times.

15. Protests

- 15.1** A protest may be raised for a clear scoring or timing error that was not corrected, a breach of eligibility rules, or a decision not to play or complete a game.
- 15.2** A protest is raised to the Competition Manager or duty supervisor immediately at the end of the game and before the result is confirmed.
- 15.3** The Competition Manager decides as soon as possible and before the next round begins. The decision is final.