



## Competition Overview

*Quick reference — see the full 3x3 Competition Rules (v0.3) for complete detail*

|                                                        |                                                                                                                                                                                                          |
|--------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Court and Ball</b>                                  | Half of a regular basketball court, one basket. Regular basketball used in all categories in accordance with MBA By-Laws                                                                                 |
| <b>Team Roster</b>                                     | 4 players: 3 on court, 1 substitute.                                                                                                                                                                     |
| <b>Referees</b>                                        | One referee per hoop. Grand Final: two referees.                                                                                                                                                         |
| <b>Timekeeper / Scorer</b>                             | Each team must provide a scorer, who tracks points and team fouls via a flip chart.                                                                                                                      |
| <b>Entry Fee</b>                                       | \$90 per team                                                                                                                                                                                            |
| <b>Time-outs</b>                                       | None in pool or regular games. Grand Final: one 30-second time-out per team; game clock keeps running.                                                                                                   |
| <b>Initial Possession</b>                              | Decided by coin flip.                                                                                                                                                                                    |
| <b>Scoring</b>                                         | 1 point inside the arc, 2 points behind the arc, 1 point per free throw.                                                                                                                                 |
| <b>Game Duration</b>                                   | 10-minutes (continuous, no stoppages). First to 21 points wins immediately.                                                                                                                              |
| <b>Shot Clock</b>                                      | No formal shot clock – managed verbally by Referees. If possession runs long (~15 seconds+), the referee calls a 5-second countdown to shoot. No shot attempted = violation, possession to the opponent. |
| <b>Free Throws (shooting foul)</b>                     | 1 free throw for a missed shot inside the arc; 2 free throws for a missed shot behind the arc. Two free throws awarded from the team's 7th foul.                                                         |
| <b>Team Fouls</b>                                      | Penalty from 7th, 8th, 9th foul: 2 free throws. From 10th foul: 2 free throws + possession.                                                                                                              |
| <b>Possession – after a basket / dead ball</b>         | Check ball at the top of the arc.                                                                                                                                                                        |
| <b>Possession – after a defensive rebound or steal</b> | Ball must be cleared behind the arc before an attempt at goal.                                                                                                                                           |
| <b>Substitutions</b>                                   | Any dead ball, from the team bench. No notice to the referee required.                                                                                                                                   |

Full rules: MBA 3x3 Competition Rules, v0.3

Guaranteed number of games per team: to be confirmed.