



Official 3x3 Basketball Rules Official Interpretations

(valid as of 1 January 2026)

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The latest published Official 3x3 Basketball Rules are valid for all game situations not specifically mentioned in this short version of the Official 3x3 Basketball Rules herein and the Official Interpretations thereto.

The aim of this document is to apply the principles and concepts of the Rulebook into practical and specific situations as they might arise during a 3x3 game.

The Official shall have the full power and authority to make decisions on any point not specifically covered in the Official 3x3 Basketball Rules or in the Official Interpretations thereto.

For the avoidance of a doubt throughout this document references to any rules articles refer to the latest published Official 3x3 Basketball Rules.

Overarching Principle of Officiating 3x3 Basketball

The Referee shall support a fluid game flow and shall be consistent in the application of the concept of advantage/disadvantage.

The Referee should not seek to interrupt the flow of the game unnecessarily in order to penalise an incidental infraction or violation which does not give the player responsible an advantage nor place his opponent at a disadvantage, unless such infraction(s) or violation(s) may build up to an escalation.

An advantage/disadvantage may affect a player's positioning, speed or rhythm, balance or freedom of movement. Out-of-bounds violations, ball clearing violations and timing violations shall explicitly be excluded from the concept of advantage/disadvantage and shall always be called.

Art. 1 Definitions

Example 1-1:

With the score Team A 20 – Team B 20, A1 scores a 1-point field goal. This happens:

- With 2:00 remaining on the game clock.

Interpretation 1-1.1:

Team A is the winner of the game. The final score shall be Team A 21 – Team B 20.

- During the overtime.

Interpretation 1-1.2:

The game shall continue. The first team to score 2 points in the overtime wins the game.

Example 1-2:

A1 is fouled during an act of shooting from behind the arc. The shot is successful. This happens:

- With 1:00 remaining in the game with the score Team A 20 – Team B 20.

Interpretation 1-2.1:

Team A is the winner of the game. The final score shall be Team A 22 – Team B 20. The free-throw(s) and possible possession of the ball as the result of the foul shall be disregarded. However, for the calculation of average score for standing purposes only 21 points will be considered for Team A.

- During the overtime with the score Team A 21 – Team B 21.

Interpretation 1-2.2:

Team A is the winner of the game. The final score shall be Team A 23 – Team B 21. The free-throw(s) and possible possession of the ball as the result of the foul shall be disregarded. However, while Team A will be granted the win, for the calculation of average score for standing purposes only 21 points will be considered for both teams.

Example 1-3:

With the score Team A 15 – Team B 15, A1 is fouled during an act of shooting from the 2-point field goal area. This is Team B's 10th team foul in the game. Simultaneously the game clock signal sounds for the end of regular playing time. The shot is successful.

Interpretation 1-3:

A1's successful field goal shall count. A1 shall attempt the 2 free throws as a result of the foul, as Team A did not reach 21 points yet. Team A is the winner of the game and the number of free throws scored by A1 shall determine the final score. Team A shall lose the possession of the ball, as the regular playing time has expired.

Art. 4 Teams

Statement:

Coaches on the playing court and/or on the seats for substitutes and/or remote coaching from outside the court are not allowed. Teams shall neither bring to the court nor receive on the court any form of communication or instructions.

Example 4.1:

During the game a person acting as a coach, seated out of the court, gives instructions to the players. This situation happens:

- During the playing time.
- During a time-out.

Interpretation 4.1:

In both cases, players may not interact with anybody outside the court. Inappropriate interaction with people outside the court or any form of communication between players and coaches during the game may be considered as an unsportsmanlike behaviour. One warning for "Coaching" shall be given to the team. Any such subsequent violation shall result in a Technical Foul. The Sports Supervisor of the competition may make the Referee aware of such infractions.

Art. 9 Beginning and end of the game

Example 9-1:

At the end of the regular playing time, the score is Team A 15 – Team B 15. Team A was entitled to the ball at the beginning of the game. During the interval prior to the overtime, B1 disrespectfully addresses the Referee and is charged with a Technical Foul.

Interpretation 9-1:

Before the start of the overtime, any Team A player shall attempt 1 free throw with no line-up. Team B shall be entitled to the ball to start the overtime.

Example 9-2:

Team B is entitled to the first check-ball under the coin flip procedure. The Referee makes an error and the ball is erroneously awarded to Team A. The error is discovered:

- Before the ball is in the hands of a player of Team A player for the beginning of the game (and the game clock shows 10:00).

Interpretation 9-2.1:

The game has not started yet. The ball shall be awarded to Team B as per the coin flip procedure.

- After the game has already started (and the game clock shows 09:59 or less).

Interpretation 9-2.2:

The game has already started and the error cannot be corrected. Team B shall be entitled to the check-ball at the beginning of the potential overtime.

Example 9-3:

In a FIBA 3x3 Official Competition, Team B has fewer than 3 players on the playing court ready to play when the game is scheduled to begin.

Interpretation 9-3:

The beginning of the game may be delayed for a maximum of 5 minutes (in FIBA 3x3 Official Competitions, the Sports Supervisors can modify this time at their discretion). If the absent players arrive on the playing court ready to play within the extended period, the game shall begin immediately. If the absent players have not arrived on the playing court ready to play before the extended period, the game shall be forfeited to Team A.

Example 9-4:

In a FIBA 3x3 Official Competition, Team A has fewer than 3 players on the court ready to play because of injuries, disqualifications, etc. This happens:

- (a) Prior to the start of the game.
- (b) After the game has already started.

Interpretation 9-4:

The obligation to be present a minimum of 3 players is valid only for the beginning of the game. In case (a), the game shall not start. In case (b), Team A shall continue to play with fewer than 3 players. After the start of the game, a team must always be present with at least 1 player on the court.

Example 9-5:

During the game, A1 leaves the game due to an injury. Team A can continue the game with only 2 remaining players, as they have no substitute available. As Team A is playing with 2 players, Team B decides for any reason to also play with 2 players, whilst 1(or 2) player(s) remains seated on the substitution chair.

Interpretation 9-5:

The decision of Team B to play with 2 players shall be permitted. Even if Team B has 3(or 4) players available, at least 1 of them must be on the playing court.

Example 9-6:

Before the beginning of the game, B1 disrespectfully addresses the Referee and is charged with a Technical Foul.

Interpretation 9-6:

Before the start of the game, any Team A player shall attempt 1 free throw with no line-up. The Technical Foul before the start of the game shall always result in 1 free throw for the opposing team. The game then shall start according to the coin flip procedure.

Art. 12 Jump ball situation

Example 12-1:

A1 is dribbling when B1 taps the ball and both players are running for the ball. Then A1 and B1 put their hands firmly on the ball. The Referee calls a jump ball.

Interpretation 12-1:

The defensive team shall be awarded the ball, in this case Team B.

Example 12-2:

A1 attempts a shot for a field goal. After the ball has touched the ring, A2 and B3, jumping for the rebound, land on the court with both of them having both hands firmly on the ball. The Referee calls a jump ball.

Interpretation 12-2:

The ball shall be awarded to Team B, as Team A had the last possession of the ball. The team that did not have the last possession of the ball is considered the defensive team.

Example 12-3:

A1 attempts a shot for a field goal. After the ball has touched the ring, A2 and B3, jumping for the rebound. B3 holds the ball with both hands for a second, loses the ball. Then B3 and A2 put their hands firmly on the ball. The Referee calls a jump ball.

Interpretation 12-3:

The ball shall be awarded to Team A, as Team B had the last possession of the ball while B3 was holding the ball with both hands.

Example 12-4:

A1 is dribbling the ball and passes the ball to A2. B1 deflects the ball and as the ball is about to go out of bounds, B3, with one hand holds the ball and passes it back on court. Then A1 and B1 put their hands firmly on the ball. The Referee calls a jump ball.

Interpretation 12-4:

The ball shall be awarded to Team A, as Team B had the last possession of the ball while B3 was holding and passing the ball back on court.

Art. 16 Goal: When made and its value

Example 16-1:

A1 releases the ball on a shot from the 2-point field goal area. The ball on its upward flight is legally touched by

- An offensive player,
- A defensive player,

who has jumped from the 1-point field goal area. The ball then continues its flight and enters the basket.

Interpretation 16-1:

The value of a field goal is defined by the place on the floor from where the shot was released. A field goal released from the 1-point field goal area counts 1 point, a field goal released from the 2-point field goal area counts 2 points. In both cases, Team A shall be awarded 2 points as A1's shot was released from the 2-point field goal area.

Example 16-2:

A1 is dribbling outside the arc, the ball is tapped by B1 and enters the basket:

- B1 is inside the arc.
- B1 is outside the arc.

Interpretation 16-2:

In both cases, A1 shall be awarded 2 points as A1 is in the 2-point field goal area.

Example 16-3:

A1, who is outside the arc, passes the ball to A2, the ball is deflected by B1 and enters the basket:

- B1 is inside the arc.
- B1 is outside the arc.

Interpretation 16-3:

In both cases, A1 shall be awarded 2 points as A1 is in the 2-point field goal area.

Example 16-4:

A1 attempts a shot for a field goal. After the ball has touched the ring, B1, jumping for the rebound under the basket, accidentally makes the ball enters the basket.

Interpretation 16-4:

1 point shall be awarded to A1. If a defensive player accidentally scores a field goal, the goal shall count and shall be assigned to the last offensive player in ball control.

Art. 17 Check-ball

Statement:

The offensive player taking the check-ball is treated as a player who catches the ball while standing with **both** feet on the floor.

Example 17-1:

With 6 seconds remaining on the shot clock for Team A. During the check-ball at the top of the arc between B1 and A1, B1 throws the ball out-of-reach of A1.

- Team B had not received a Delay of Game warning prior to B1's action.

Interpretation 17-1.1:

The Referee shall give a Delay of Game warning to Team B. A1 must receive the ball behind the arc. **B1 must bounce the ball to A1 with a normal basketball pass.** Check-ball for Team A **with no reset on the shot clock.** The shot clock and game clock shall be corrected if time elapsed.

- Team B had already received a Delay of Game warning prior to B1's action.

Interpretation 17-1.2:

Team B shall be charged with a Technical Foul. Check-ball for Team A and reset the shot clock to 12 seconds.

Example 17-2:

During the check-ball, B1 positions himself too close (less than 1 metre) to A1.

Interpretation 17-2:

The Referee shall not allow resuming the game until there is a correct distance (approx. 1 metre) between A1 and B1. In FIBA 3x3 Official Competitions, the 3x3 infinity logo shall be used to position A1 and B1 at this distance (each of the players positioned on one side of the logo without touching the logo).

Example 17-3:

During the check-ball between B1 and A1, B1 is swiping at the ball before A1 takes control of the ball.

- Team B had not received a Delay of Game warning prior to B1's action.

Interpretation 17-3.1:

The Referee shall give a Delay of Game warning to Team B. A1 must take control of the ball before B1 can actively play for the ball. Check-ball for Team A **with no reset on the shot clock.** The shot clock and game clock shall be corrected if time elapsed.

- Team B had already received a Delay of Game warning prior to B1's action.

Interpretation 17-3.2:

Team B shall be charged with a Technical Foul. Check-ball for Team A and reset the shot clock to 12 seconds.

Example 17-4:

A1 taking a check-ball starts his progression before the exchange of the ball is completed, takes two steps without dribbling or passing the ball and creates a momentum for himself.

Interpretation 17-4:

A travelling violation shall be called.

Example 17-5:

A1 has both feet on the floor ready for the check-ball. Before taking control of the ball A1 jumps to the side to receive the ball creating a distance to his opponent.

Interpretation 17-5:

A travelling violation shall be called.

Example 17-6:

A1 has both feet on the floor ready for the check-ball. Before taking control of the ball A1 jumps, receives the ball mid-air and thereby throws his opponent off balance.

Interpretation 17-6:

A travelling violation shall be called.

Example 17-7:

A1 has both feet on the floor while receiving the ball during the check-ball. A1 then lifts his left foot and starts dribbling.

Interpretation 17-7:

This is a legal play.

Example 17-8:

During the check-ball, B1 hands the ball to A1 with a correct distance at the top of the arc.

- Team B had not received a Delay of Game warning prior to B1's action.

Interpretation 17-8.1:

The Referee shall give a Delay of Game warning to Team B. B1 must bounce the ball to A1 with a normal basketball pass to start the check-ball. Check-ball for Team A **with no reset on the shot clock**. The shot clock and game clock shall be corrected if time elapsed.

- Team B had already received a Delay of Game warning prior to B1's action.

Interpretation 17-8.2:

Team B shall be charged with a Technical Foul. Check-ball for Team A and reset the shot clock to 12 seconds.

Art. 18 Time-out

Example 18-1:

After A1's successful field goal in the overtime, B1 requests a time-out.

Interpretation 18-1:

The ball does not become dead after a valid field goal and is available for Team B. The request shall be disregarded and the time-out shall not be granted. Team B shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

Example 18-2:

A1 is awarded 2 free throws. Team B requests a time-out between the first and second free throw before the ball is handed over to A1 for his second free throw.

Interpretation 18-2:

Team B's time-out shall be granted since the ball is dead.

Example 18-3:

A Technical Foul is called against A1 on Delay of Game after Team A's basket, Team B immediately requests a time-out.

Interpretation 18-3:

Team B's time-out shall be granted. After the time-out, Team B shall attempt 1 free throw for the Technical Foul.

Example 18-4:

With 6:59 remaining, a Technical Foul is called against Team A on "Coaching" during the game.

Interpretation 18-4:

TV time-out shall be granted immediately. After the TV time-out, Team B shall attempt 1 free throw for the Technical Foul.

Example 18-5:

With 3:59 remaining, A1 attempts a successful shot for a field goal near the end of the shot clock period when the shot clock signal sounds. Team B takes control of the ball. B1 requests a Challenge on A1's goal scored.

Interpretation 18-5:

B1's Challenge request for verifying whether A1's successful shot was released on time shall be granted immediately. The TV time-out period shall not start until the review ends and the Referee communicates the final decision.

Example 18-6:

With 2:00 to the end of the game, A1 and B2 are reaching for the ball. The ball goes out-of-bounds and the Referee awards the ball to Team A. A1 requests a time-out. Before the time-out is granted to Team A, Team B requests a Challenge on which player caused the ball to go out-of-bounds.

Interpretation 18-6:

The Challenge request shall be granted. The time-out period shall not start until the review ends and the Referee communicates the final decision. Team A time-out request may be withdrawn at any time during the review until after the Referee communicates the final Challenge request decision.

Example 18-7:

With 2:00 to the end of the game, A1 and B2 are reaching for the ball. The ball goes out-of-bounds and the Referee awards the ball to Team A. A1 requests a time-out and is granted immediately. During the time-out, Team B requests a Challenge on which player caused the ball to go out-of-bounds.

Interpretation 18-7:

The Challenge request shall be granted. The time-out shall continue without any interruption. The Referee shall review the requested situation immediately and the Challenge request cannot be cancelled after it was requested.

Art. 19 Substitution

Statement:

A player re-arranging any of his equipment (tying shoe laces etc.) and thereby causing a delay of game shall be substituted immediately, except the free throw shooter, and may re-enter the game only in the next dead ball situation. Refusal to leave the court after being requested by the Referee to do so shall result in a Technical Foul.

Example 19-1:

After A1's successful field goal, B4 substitutes B1 while the game clock is running.

Interpretation 19-1:

B1's substitution shall not be allowed. After a field goal, the ball does not become dead and is available for Team B. Team B shall be immediately charged with a Technical Foul.

Example 19-2:

A1 is awarded 2 free throws. B4 substitutes B1 between the first and second free throw before the ball is handed over to A1 for his second free throw.

Interpretation 19-2:

B1's substitution shall be granted since the ball is dead.

Art. 26 **3 seconds**

Example 26-1:

Team A scores a field goal. B1 takes control of the ball inside the semi-circle but does not actively make the effort to leave the semi-circle area.

Interpretation 26-1:

This is a “3 seconds” violation. The Referee shall strictly apply the “3 seconds” rule as soon as B1 takes control of the ball in the restricted area.

Example 26-2:

A1, holding a live ball outside the 1-point field goal area, passes the ball to A2 inside the restricted area. A2 holds the ball for 2 seconds with his back to the basket, starts dribbling the ball still with his back towards the basket for 2 seconds. A2 then picks up his dribbling and holds the ball for another second with his back to the basket inside the restricted area.

Interpretation 26-2:

This is a “3 seconds” violation. Check-ball for Team B.

Art. 27 **5 seconds**

Example 27-1:

A1, holding a live ball for 5 seconds after a legal check-ball, is closely guarded by B1 at a distance of no more than 1 metre outside the arc.

Interpretation 27-1:

This is a “5 seconds” violation. Check-ball for Team B.

Art. 28 **Back to the basket**

Example 28-1:

After the ball has been cleared, A1 is dribbling:

- **Towards the basket** with his back or side to the basket inside the 1-point field goal area, for more than 3 consecutive seconds.

Interpretation 28-1:

This is a “Back to the basket” violation. Check-ball for Team B.

Example 28-2:

After the ball has been cleared, A1 is dribbling:

- **Towards the arc** with his back or side to the basket inside the 1-point field goal area, for more than 3 consecutive seconds.

Interpretation 28-2:

This is a legal play. The game shall continue.

Example 28-3:

A1, holding a live ball outside the 1-point field goal area, passes the ball to A2 standing outside the restricted area. A2 holds the ball for 2 seconds with his back to the basket, starts dribbling the ball still with his back towards the basket for 2 seconds. A2 then picks up his dribbling and holds the ball for another second with his back to the basket outside the restricted area.

Interpretation 28-3:

This is a legal play. The game shall continue.

Art. 29 **12 seconds**

Example 29-1:

While Team A has possession of the ball, the game is stopped by the Referee because of:

- The court surface is damaged.

Interpretation 29-1-1:

The game shall continue with a check-ball for Team A and with the actual remaining time on the shot clock.

- Player A1 is injured and requires immediate attention.

Interpretation 29-1-2:

The game shall continue with a check-ball for Team A and with the actual remaining time on the shot clock.

- Player B1 is injured and requires immediate attention.

Interpretation 29-1-3:

The game shall continue with a check-ball for Team A and with a new shot clock period of 12 seconds.

Art. 30 Clearing the ball

Example 30-1:

After A1's successful field goal, B1 collects the ball to resume the game. A2 inside the no-charge semi-circle starts playing clean defence against B1.

- Team A had not received a Delay of Game warning prior to A2's action.

Interpretation 30-1.1:

The Referee shall give a Delay of Game warning to Team A.

- Team A had already received a Delay of Game warning prior to A2's action.

Interpretation 30-1.2:

Team A shall be charged with a Technical Foul.

Example 30-2:

After A1's successful field goal, B1 tries to collect the ball to resume the game. A2 inside the no-charge semi-circle starts preventing B1 from collecting the ball without contacting B1.

- Team A had not received a Delay of Game warning prior to A2's action.

Interpretation 30-2.1:

The Referee shall give a Delay of Game warning to Team A.

- Team A had already received a Delay of Game warning prior to A2's action.

Interpretation 30-2.2:

Team A shall be charged with a Technical Foul.

Example 30-3:

After A1's successful field goal, Team B does not immediately try to collect the ball.

- Team B had not received a Delay of Game warning prior to Team B's action.

Interpretation 30-3.1:

The Referee shall stop the game to avoid stalling and give a Delay of Game warning to Team B. Check Ball for Team B. The game clock shall be corrected if time elapsed after the ball enter the basket.

- Team B had already received a Delay of Game warning prior to Team B's action.

Interpretation 30-3.2:

Team B shall be charged with a Technical Foul. The game clock shall be corrected if time elapsed after the ball enter the basket.

Example 30-4:

After A1's successful field goal, B1 touches the ball with his leg and the ball goes out of bounds.

- B1 touches the ball accidentally.

Interpretation 30-4.1:

Check-ball for Team B.

- B1 touches the ball deliberately.

Interpretation 30-4.2:

If Team B had not received a Delay of Game warning prior to B1's action, the Referee shall give a Delay of Game warning to Team B and the game shall continue with a check-ball for Team B.

If Team B had already received a Delay of Game warning, a Technical Foul shall be charged against Team B.

Example 30-5:

After A1's successful field goal, B1 controls the ball and then

- Touches the end line with one foot.

Interpretation 30-5.1:

This is B1's out of bounds violation, check-ball for Team A.

- Makes 3 steps before starting the dribble.

Interpretation 30-5.2:

This is B1's travelling violation, check-ball for Team A.

Example 30-6:

After A1's successful field goal, B1 passes the ball to B2 inside the 1-point field goal area. B2 attempts a field goal.

Interpretation 30-6:

As soon as the ball leaves B2's hands towards the basket, the Referee shall call a "No-cleared ball" violation as B2 has not cleared the ball.

Example 30-7:

After A1's unsuccessful shot for a field goal, B1 rebounds the ball and dribbles for 8 seconds inside the 1-point field goal area. Before the ball is cleared, B1 is fouled by A1.

Interpretation 30-7:

The foul shall count, as Team B has the right to clear the ball until the shot clock period expires.

Example 30-8:

A1's shot is blocked by B1. B2 recovers the ball and penetrates towards the basket without having cleared the ball.

- Immediately after the ball has left B2's hands for a lay-up shot, B2 is fouled by A3. The lay-up shot is successful.

Interpretation 30-8-1:

This is a "No-cleared ball" violation as B2 has not cleared the ball before the lay-up shot. The goal shall not count. Check-ball for Team A and the foul on A3 shall be disregarded, unless the call is an Unsportsmanlike or Disqualifying Foul.

- Before the ball leaves B2's hands, B2 is fouled by A3. This is Team A's 5th team foul.

Interpretation 30-8-2:

The foul shall count, check-ball for Team B.

- Before the ball leaves B2's hands, B2 is fouled by A3. This is Team A's 7th team foul.

Interpretation 30-8-3:

The foul shall count, B2 shall be awarded 2 free throws.

Example 30-9:

In A1's attempt to clear the ball, A1 is dribbling with one foot outside the 1-point field goal area. Then he lifts the other foot off the floor.

Interpretation 30-9:

The ball is cleared, because neither of A1's feet is inside nor on the arc.

Example 30-10:

After A1's successful field goal, B1 collects the ball to resume the game. A2 inside no-charge semi-circle starts playing defence against B1 and causes a contact foul.:

- Team A had not received a Delay of Game" warning prior to A2's action.
- Team A had already received a Delay of Game" warning prior to A2's action.
-

Interpretation 30-10-1:

In neither scenario is this a delay of the game situation. The contact foul shall not be disregarded. A defensive foul shall be called on Team A.

Art. 35 Double foul

Example 35-1:

A1 is holding the ball. A2 and B2 are fighting for position in the low-post area. A double foul is called on A2 and B2. This is Team A's 5th team foul and Team B's 7th team foul.

Interpretation 35-1:

The equal penalties for a double foul shall always cancel each other irrespective of the number of team fouls. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Art. 36 Technical foul

Statement:

Summary of Technical Foul (TF) penalties:

TF Defensive Player	TF Offensive Player	No Team in Ball Possession
1 free throw	1 free throw	1 free throw
Possession for offensive team	Possession for offensive team	Possession for last defensive team
Shot clock reset to 12sec	No reset of shot clock	Shot clock reset to 12sec

The penalty for a Technical Foul shall always be administered immediately and before any other penalties (if any).

Example 36-1:

A1 attempts a successful shot for a field goal. While the ball is in the air, A2 disrespectfully addresses the Referee. A Technical Foul is called against Team A.

Interpretation 36-1:

A1's field goal shall count. Team B shall be awarded 1 free throw as a result of Team A's Technical Foul. Since the ball was in the air when the Technical Foul was called, no team was in control of the ball, resulting in a jump ball situation. The game shall be resumed with a check-ball for Team B (last defensive team before the jump ball situation).

Example 36-2:

A1 attempts a shot for a 2-point field goal and is fouled by B1. 2 free throws are awarded to A1.

- After A1 attempts his first free throw, a Technical Foul is called against B1.

Interpretation 36-2.1:

The free throw for Team A for B1's Technical Foul shall be administered before A1's second free throw for the shooting foul. The game shall be resumed as after any last free throw.

- After A1 attempts his first free throw, a Technical Foul is called against A2.

Interpretation 36-2.2:

The free throw for Team B for A2's Technical Foul shall be administered before A1's second free throw for the shooting foul. The game shall be resumed as after any last free throw.

Example 36-3:

A1 dribbles and is fouled by B1. This is Team B's 7th team foul. Being upset, A1 disrespectfully addresses B1 and is called for a Technical Foul.

Interpretation 36-3:

The penalties for both fouls are not equal. The penalty for a Technical Foul shall be administered before the penalties for any other foul. Team B shall attempt 1 free throw for the Technical Foul, followed by 2 free throws for A1 for Team B's 7th team foul. The game shall be resumed as after any last free throw.

Example 36-4:

B1 commits a foul on A1 in the act of shooting. This is Team B's 5th team foul. A1 then commits a Technical Foul.

- A1's shot for a 1-point field goal is successful.

Interpretation 36-4.1:

A1's field goal shall count. The penalties for both fouls are equal and shall cancel each other. The game shall be resumed with a check-ball for Team B.

- A1's shot for a 1-point field goal is unsuccessful.

Interpretation 36-4.2:

The penalties for both fouls are equal and shall cancel each other. Since the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).

Example 36-5:

With 9:15 on the game clock, A3 delays deliberately the continuation of the game after a goal scored. Since Team A was already warned for the same reason, the Referee charges Team A with a Technical Foul. With 0:25 on the game clock, A3 disrespectfully addresses the Referee and a Technical Foul is called.

Interpretation 36-5:

A3 shall not be disqualified for committing 2 Technical Fouls. The 2 Technical Fouls shall be charged against Team A and shall count as team fouls in the game.

Art. 37 Unsportsmanlike foul

Statement:

Summary of Unsportsmanlike Foul (UF) penalties:

Player U-Foul	Team Foul 1-6	Team Foul 7-9	Team Foul 10+
1st UF	2 free throws	2 free throws	2 free throws + possession
2nd UF	2 free throws + possession	2 free throws + possession	2 free throws + possession

Any Unsportsmanlike Foul shall always account for 2 team fouls.

Example 37-1:

Simultaneously with the game clock signal for the end of the regular playing time, B1 fouls A1 not in the act of shooting and an Unsportsmanlike Foul is called. The score is Team A 13 – Team B 15.

- A1 misses one or both free throws.

Interpretation 37-1.1:

The game has ended.

- A1 scores both free throws.

Interpretation 37-1.2:

The game shall continue with the overtime. If it was B1's first Unsportsmanlike Foul and Team B's team fouls is below 10, the ball shall be awarded to the team according to the coin flip procedure.

If it was B1's first Unsportsmanlike Foul and Team B's team fouls is 10 or above, the ball shall be awarded to Team A as a result of Art. 41.2.1 shall be applied. If it was B1's second Unsportsmanlike Foul, B1 shall be disqualified: The ball shall be awarded to Team A as a result of the second Unsportsmanlike Foul of B1 (coin flip procedure shall not be applied).

Example 37-2:

B1 commits an Unsportsmanlike Foul on A1. This is B1's first Unsportsmanlike Foul. Before this Unsportsmanlike Foul Team B had:

- 3 team fouls.

Interpretation 37-2.1:

The Unsportsmanlike Foul shall account for 2 team fouls, therefore Team B reaches 5 team fouls. A1 shall be awarded 2 free throws. The game shall be resumed as after any last free throw.

- 5 team fouls.

Interpretation 37-2.2:

The Unsportsmanlike Foul shall account for 2 team fouls, therefore Team B reaches 7 team fouls. A1 shall be awarded 2 free throws. The game shall be resumed as after any last free throw.

- 8 team fouls.

Interpretation 37-2.3:

The Unsportsmanlike Foul shall count for 2 team fouls, therefore Team B reaches 10 team fouls. A1 shall be awarded 2 free throws. The game shall be resumed with a check-ball for Team A due to this being Team B's 10th team foul.

Example 37-3:

B1 commits an Unsportsmanlike Foul on A1. This is B1's second Unsportsmanlike Foul.

Interpretation 37-3:

The Unsportsmanlike Foul shall count for 2 team fouls. Irrespective of the number of team fouls, A1 shall be awarded 2 free throws and the game shall be resumed with a check-ball for Team A. B1 shall be disqualified for his second Unsportsmanlike Foul.

Example 37-4:

A1 attempts a shot for a 2-point field goal and is fouled by B1. This is Team B's 7th team foul. Being upset, A1 then commits an Unsportsmanlike Foul on B1.

- This is A1's first Unsportsmanlike Foul and Team A's 4th team foul.

Interpretation 37-4.1:

The penalties for both fouls are equal and shall cancel each other.

- If the field goal is scored, it shall count and the game shall be resumed with a check-ball for Team B.
- If the field goal is not scored and the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).
- If the field goal is not scored and Team A was still in ball possession when the foul occurred, the game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.
- It is A1's second Unsportsmanlike Foul and Team A's 4th team foul.

Interpretation 37-4.2:

The penalties for both fouls are not equal. A1 shall be disqualified for his second Unsportsmanlike Foul. The game shall be resumed with 2 free throws for Team A, followed by 2 free throws for B1 and a check-ball for Team B.

Example 37-5:

A1 is fouled by B1 on his shot for a field goal. This is Team B's 10th team foul. Being upset, A1 then commits an Unsportsmanlike Foul on B1.

- This is A1's first Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 37-5.1:

The penalties for both fouls are not equal. The game shall be resumed with 2 free throws for A1, followed by 2 free throws for B1 and a check-ball for Team A.

- This is A1's second Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 37-5.2:

The penalties for both fouls are equal and shall cancel each other.

- If the field goal is scored, it shall count and the game shall be resumed with a check-ball for Team B.
- If the field goal is not scored and the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).
- If the field goal is not scored and Team A was still in ball possession when the foul occurred, the game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 37-6:

A1 dribbles with 6 seconds left on the shot clock. B1 commits the Team B's 7th team foul. After that A1 swings his elbow and is charged with

- his first Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 37-6.1: The penalties for both fouls are equal and shall cancel each other. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

- his second Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 37-6.2:

The penalties for the two fouls are not equal. A1 shall be disqualified for his second Unsportsmanlike Foul. The game shall be resumed with 2 free throws for the substitute of A1, followed by 2 free throws for B1 and a check-ball for Team B.

Example 37-7:

A1 dribbles with 6 seconds left on the shot clock. B1 commits the Team B's 10th team foul. After that A1 swings his elbow and is charged with

- his first Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 37-7.1:

The penalties for both fouls are not equal. The game shall be resumed with 2 free throws for A1, followed by 2

free throws for B1 and a check-ball for Team A.

- his second Unsportsmanlike Foul and Team A's 7th team foul.

Interpretation 37-7.2:

The penalties for the two fouls are equal and shall cancel each other. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 37-8:

B1 pushes A1 to the floor and is called for an Unsportsmanlike Foul. After A1 stands up from the floor, A1 pushes B1 to the floor and is also called for an Unsportsmanlike Foul. This is A1's first Unsportsmanlike Foul and B1's second Unsportsmanlike Foul.

Interpretation 37-8:

B1 shall be disqualified for his second Unsportsmanlike Foul. Neither was the situation called as a double Unsportsmanlike Foul, nor are the penalties for both fouls equal. Therefore, the penalties shall not cancel each other. The game shall be resumed with 2 free throws for A1, followed by 2 free throws for the substitute of B1 and a check-ball for Team A.

Example 37-9:

A1 is holding the ball. A2 and B2 are fighting for position in the low-post area. A double Unsportsmanlike Foul is called on A2 and B2. This is A2's first and B2's second Unsportsmanlike Foul.

Interpretation 37-9:

The penalties for a double foul shall always cancel each other irrespective of whether it is the first or second Unsportsmanlike Foul of a player. The game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Example 37-10:

With 9:38 on the game clock, A1 and B1 push each other and the Referee calls a double Unsportsmanlike Foul against them. With 0:25 on the game clock, A1 fouls B2 by an excessive contact. A1 is charged with an Unsportsmanlike Foul.

Interpretation 37-10:

A1 shall be disqualified for committing 2 Unsportsmanlike Fouls. A1 must immediately leave the court and may be further disqualified from the event by the organiser.

Art. 38 Disqualifying foul

Example 38-1:

A1 commits a Disqualifying Foul.

Interpretation 38-1:

Team B shall be awarded 2 free throws and ball possession. A1 shall be disqualified from the game, must leave the court immediately. In FIBA 3x3 Official Competitions A1 is automatically disqualified from the event. In grassroots events the organiser (Art. 38.3.5) may decide to disqualify A1 from the event.

Example 38-2:

A1 is fouled by B1 on his shot for a field goal. This is Team B's 10th team foul. Being upset, A1 then commits a Disqualifying Foul on B1.

Interpretation 38-2:

The penalties for both fouls are equal and shall cancel each other.

- If the field goal is scored, it shall count and the game shall be resumed with a check-ball for Team B.
- If the field goal is not scored and the ball was in the air when the foul occurred, the game shall be resumed with a check-ball for Team B (because of a jump ball situation).
- If the field goal is not scored and Team A was still in ball possession when the foul occurred, the game shall be resumed with a check-ball for Team A. The shot clock shall not be reset.

Art. 41 Team fouls: Penalty

Example 41-1:

A1 attempts a jump-shot for a 2-point field goal. B1 runs to A1 to block the shot.

- B1 makes contact with A1's lower body before A1 lands with both feet on the floor on his legal landing space.

Interpretation 41-1.1:

B1's defensive foul. A1 shall be awarded 2 free throws as B1 took away A1's landing space and contact occurred.

- A1 extends his leg initiating contact before he releases the shot.

Interpretation 41-1.2:

A1's offensive foul. A goal, if made, shall be cancelled. Ball possession shall be awarded to Team B. Irrespectively of this, an excessive contact or dangerous play may be charged with an Unsportsmanlike Foul.

- A1 extends his leg initiating contact or trying to initiate contact after he released the shot.

Interpretation 41-1.3:

A1's Technical Foul for flopping. A goal, if made, shall count. Team B shall be awarded 1 free throw and ball possession (since Team B was entitled to ball possession as the result of a goal scored, if any, or as a result of a jump ball situation when the shot for a field goal was missed and the ball was in the air in the moment of the call). Irrespectively of this, an excessive contact or dangerous contact play shall be considered as an Unsportsmanlike Foul.

Example 41-2:

With 3:05 remaining on the game clock, both teams have committed 7 fouls. A1 is dribbling the ball in the 2-point field goal area. A2 and B2 are fighting for position close to the basket. The Referee calls a foul:

- Against A2 (offensive foul).

Interpretation 41-2.1:

An offensive foul is a personal foul committed by a player of the team in control of the live ball or entitled to the ball. No free throws shall be awarded after an offensive foul. Check-ball for Team B.

- Against B2 (defensive foul).

Interpretation 41-2.2:

A2 shall be awarded 2 free throws.

Example 41-3:

A1 is dribbling when B1 deflects the ball and both players are running for the ball. In order to get an advantage, A1 pushes B1 and the Referee calls a personal foul against A1. This is:

- Team A's 1st foul in the game.
- Team A's 7th foul in the game.
- Team A's 10th foul in the game.

Interpretation 41-3:

After B1's deflection, Team A did not lose the control of the ball. Therefore, A1's foul shall be considered as an offensive foul. In all cases, the game shall continue with a check-ball for Team B.

Example 41-4:

At the beginning of the game, B1 commits an Unsportsmanlike Foul. Later in the game, B1 delays deliberately the restarting of the game and the Referee calls a Technical Foul against Team B. Close to the end of the game, B1 commits Team B's 6th team foul and the Referee calls it as:

- A normal foul.

Interpretation 41-4.1:

B1 can continue to play. A player shall not be excluded based on the number of personal fouls.

- An Unsportsmanlike Foul.

Interpretation 41-4.2:

B1 shall be automatically disqualified because of his second Unsportsmanlike Foul. B1 must leave the court immediately (Art.37.2.5).

- A Technical Foul.

Interpretation 41-4.3:

B1 can continue to play. A player shall not be automatically disqualified for committing 2 Technical Fouls (Art.36.2.2).

Example 41-5:

A1 is fouled by B1 while attempting a 1-point field goal. The shot is not successful. Team B has committed 3 fouls.

Interpretation 41-5:

A1 shall be awarded 1 free throw.

Example 41-6:

A1 is fouled by B1 while attempting a 2-point field goal. The shot is successful. Team B has committed 5 fouls.

Interpretation 41-6:

Team A shall be awarded 2 points and A1 shall be awarded 1 additional free throw.

Example 41-7:

A1 is fouled by B1 while attempting a 1-point field goal. The shot is not successful. Team B has committed 8 fouls.

Interpretation 41-7:

A1 shall be awarded 2 free throws.

Example 41-8:

A1 is fouled by B1 while attempting a 2-point field goal. The shot is successful. Team B has committed 10 fouls.

Interpretation 41-8:

Team A shall be awarded 2 points and A1 shall be awarded 2 additional free throws followed by Team A ball possession.

Art. 45 Referees, table officials and sports supervisor

Example 45-1:

3 minutes after the beginning of the game, 1 Referee appears to be injured and cannot continue to officiate.

Interpretation 45-1:

If a Referee is injured or for any other reason cannot continue to perform his duties within 5 minutes of the incident, the game shall be resumed. The remaining Referee shall officiate alone for the remainder of the game, unless there is the possibility of replacing the injured Referee with a qualified substitute Referee. After consulting the organiser, the remaining Referee will decide upon the possible replacement.

Art. 47 Referees: Duties and powers

Art. 47.4

When deciding on a personal contact or violation, the referees shall, in each instance, have regard to and weigh up the following fundamental principles:

- The spirit and intent of the rules and the need to uphold the integrity of the game.
- Consistency in application of the concept of 'advantage/disadvantage'. The referees should not seek to interrupt the flow of the game unnecessarily in order to penalise incidental personal contact which does not give the player responsible an advantage nor place his opponent at a disadvantage.
- Consistency in the application of common sense to each game, bearing in mind the abilities of the players concerned and their attitude and conduct during the game.
- Consistency in the maintenance of a balance between game control and game flow, having a 'feeling' for what the participants are trying to do and calling what is right for the game.

Statement:

The Referee shall be authorised to use, if available and approved by the sports supervisor, an Instant Replay System (IRS) to decide before signing the scoresheet to verify if a goaltending or interference occurred when such violation is called.

Example 47-1:

A1 attempts a successful shot for a field goal near the end of the shot clock period when the shot clock signal sounds. Team B takes control of the ball. A1 commits a foul. B1 requests a Challenge on A1's goal scored.

Interpretation 47-1:

B1's Challenge request for verifying whether A1's successful shot was released on time shall be granted.

- If the Challenge is won, A1's goal shall not count and A1's foul shall be cancelled (unless TF, UF or DF). The game clock shall be reset to the time when the shot clock violation occurred. The game shall continue with a check-ball for Team B (unless a TF, UF or DF was called).
- If the Challenge is lost, A1's goal and foul shall count. The game shall continue with a check-ball for Team B (unless the foul is leading to a free throw situation). The game clock shall not be reset.

Example 47-2:

A1 attempts an unsuccessful shot for a field goal near the end of the shot clock period when the shot clock signal sounds. A2 rebounds the ball and scores. During Team B's first ball possession after A2's goal scored, B1 requests a Challenge for verifying whether A1's unsuccessful shot for a field goal was released on time.

Interpretation 47-2:

The Challenge request shall not be granted. Only a successful shot for a field goal can be challenged to verify whether the shot was released on time or not.

Example 47-3:

A1 attempts a shot for a field goal near the end of the shot clock period. The shot has missed the ring and the shot clock is erroneously reset. A2 rebounds the ball and scores. Team B takes possession of the ball. B1 requests a Challenge on the erroneous reset of the shot clock.

Interpretation 47-3:

The Challenge request shall not be granted. Only the Referee can decide to review a malfunction of the shot clock.

Example 47-4:

A1 rebounds the ball after Team B shot for a field goal. A1 dribbles towards the basket without clearing the ball and attempts a successful shot for a field goal. Team B takes control of the ball. A1 commits a foul. B1 requests a Challenge on Team A not clearing the ball.

Interpretation 47-4:

The Challenge request shall be granted.

- If the Challenge is won, A1's goal shall not count and A1's foul shall be cancelled (unless TF, UF or DF). The game clock shall be reset to the time when the clearing violation occurred. The game shall continue with a check-ball for Team B (unless a TF, UF or DF was called).
- If the Challenge is lost, A1's goal and foul shall count. The game shall continue with a check-ball for Team B (unless the foul is leading to a free throw situation). The game clock shall not be reset.

Example 47-5:

A1 rebounds the ball after Team B shot for a field goal. A1 dribbles towards the basket without clearing the ball and attempts an unsuccessful shot for a field goal. A2 rebounds the ball and scores. During Team B's first ball possession, after A2's goal scored, B1 requests a Challenge on Team A not clearing the ball.

Interpretation 47-5:

The Challenge request shall be granted. B1 requested the Challenge during Team B's next ball possession.

- If the Challenge is won, A2's goal shall not count. The game clock shall be reset to the time when the clearing violation occurred. The game shall continue with a check-ball for Team B.
- If the Challenge is lost, A2's goal shall count. The game shall continue with a check-ball for Team B. The game clock shall not be reset.

Example 47-6:

A1 dribbles and fumbles the ball. B1 and A1 are running for the ball. A1 pushes B1. A foul is called on A1, Team A's 8th team foul. The 2 free throws are erroneously awarded to B1. A2 requests a Challenge on no loss of the ball control.

Interpretation 47-6:

The Challenge request shall be granted. The free throws shall be cancelled as A1's foul shall be considered as an offensive foul of a team in control of the ball. The game shall be resumed with a check-ball for Team B.

Example 47-7:

With the score Team A 16 – Team B 13, A1 scores a goal from the 2-point field goal area. During his act of shooting A1 touches the side line. Team B takes possession of the ball and requests a Challenge on validity of the goal.

- With 1:03 remaining

Interpretation 47-7-1:

The Challenge request shall be granted to verify if a player has committed an out-of-bounds violation when such a violation is not called, but the team scores a basket or draws a foul during the same shot clock, in the last 2 minutes of the regular playing time or when a team has reached 19 or more points or in the overtime of a game. The goal shall be cancelled and the game shall continue with a check-ball for Team B. The game clock shall be reset to the time when the out-of-bounds violation occurred.

- With 4:38 remaining

Interpretation 47-7-2:

The Challenge request shall not be granted.

Example 47-8:

A1 is fouled during the act of shooting close to the 2-point field goal line.

- The Referee awards 1 free throw to A1. Team A requests a Challenge on whether it was a 1- or 2-point field goal attempt.
- The Referee awards 2 free throws to A1. Team B requests a Challenge on whether it was a 1- or 2-point field goal attempt.

Interpretation 47-8:

In both cases the Challenge request shall be granted. The act of shooting is reviewable. The Referee shall review whether the act of shooting took place from behind the arc or not.

Example 47-9:

A1 is fouled during the act of shooting close to the 2-point field goal line. The Referee awards 2 free throws to A1. Team B requests a Challenge on the validity of the shot attempt.

Interpretation 47-9:

The Challenge request shall be granted. The Referee shall review whether A1 shall be awarded 1 or 2 free throws. The Referee's judgement call (the foul call) cannot be reviewed.

Example 47-10:

With 5:30 to the end of the game with the score is Team A 19 – Team B 18. A1 and B2 are reaching for the ball. The ball goes out-of-bounds and the Referee awards the ball to Team A. Team B requests a Challenge on which player caused the ball to go out-of-bounds.

Interpretation 47-10:

The Challenge request shall be granted. A Challenge request to identify the player who caused the ball to go out-of-bounds may be granted in the last 2 minutes of the regular playing time or when a team has reached 19 or more points or in the overtime of a game.

Example 47-11:

In the last 2 minutes of the regular playing time, A1 close to the sideline receives a pass from A2. A1 drives to the basket and scores a goal. B1 takes new possession of the ball and requests an out-of-bounds Challenge claiming A1 was out-of-bounds when he received the pass from A2.

Interpretation 47-11:

The Challenge request shall be granted. A no-call leading to a score can be challenged in the last 2 minutes of the regular playing time or when a team has reached 19 or more points or in the overtime of a game.

Example 47-12:

With 3:15 to the end of the game, A1 releases a jump shot, then goaltending violation is called against B1. The Referee become uncertain whether the ball was already on its downward flight to the basket. The ball does not enter the basket.

Interpretation 47-12:

The Instant Replay System (IRS) review can be used to decide in any time of the game whether goaltending or interference was called correctly:

- If the review provides that the ball was on its downward flight to the basket, the goaltending violation shall remain valid.
- If the review provides that the ball was not yet on its downward flight to the basket, the goaltending decision shall be withdrawn.
- As the ball did not enter the basket, the team which gained and immediate and clear control of the ball shall be entitled to a check-ball.
- As the ball did not enter the basket, if neither team gained an immediate and clear control of the ball, jump ball situation occurred.
- If the check-ball shall be awarded to the Team A, the shot clock shall show the time remaining when the call was made.
- If the check-ball shall be awarded to Team B, Team B shall have 12 seconds on the shot clock.

Example 47-13:

A1 rebounds the ball after B1 attempts an unsuccessful shot. While A1 is still in the air B2 comes to steal the ball and a jump ball is called. After the Referee awards the ball to Team A, B2 requests a Challenge on the possession of the ball changed during the rebound.

Interpretation 47-13:

The Challenge request shall be granted. B2 requested the Challenge during the next dead-ball situation.

Example 47-14:

While A2 is dribbling the ball, B1 falls down with a bleeding nose. The Referee stopped the game and decided to use the IRS to review if any violent actions were missed. After the review, an Unsportsmanlike Foul is called on A2 for elbowing B1.

- This is A2's first Unsportsmanlike Foul and Team A's 9th team foul.

Interpretation 47-14-1:

2 free throws for B1, followed by a check-ball for Team A. The shot clock shall not be reset.

- This is A2's first Unsportsmanlike Foul and Team A's 11th team foul.

Interpretation 47-14-1:

2 free throws for B1 and a check-ball for Team B.

Example 47-15:

After A2 scores a layup, B1 falls down with a bleeding nose. The Referee stopped the game and decided to use the IRS to review if any violent actions were missed. After the review, an Unsportsmanlike Foul is called on A2 for elbowing B1.

Interpretation 47-15-1:

A2's basket shall count. 2 free throws for B1, followed by a check-ball for Team B (since Team B was entitled to ball possession as the result of a goal scored).

D – CLASSIFICATION OF TEAMS

Example D.1-1:

After all pool games have ended, Team A and Team B both finish with a:

- Record of 2-2. Team A is ranked ahead of Team B in the pool because of the head-to-head comparison. Both teams shall advance to the elimination round and both of them are eliminated after their first direct elimination game. In the final standings, Team B (17.5 points scored on average) is ranked ahead of Team A (16.5 points scored on average).

Interpretation D.1-1-1:

The final standings are correct. The head-to-head comparison is only applied in the pools, but not in the final standings. With both teams finishing with a 2-3 record, Team B is ranked ahead of Team A due to the higher scoring average.

- Record of 1-2. Team A is ranked ahead of Team B in the pool because of the head-to-head comparison. Both teams do not advance to the elimination round. In the final standings, Team B (17.5 points scored on average) is ranked ahead of Team A (16.5 points scored on average).

Interpretation D.1-1-2:

The final standings are correct. The head-to-head comparison is only applied in the pools, but not in the final standings. With both teams finishing with a 1-2 record, Team B is ranked ahead of Team A due to the higher scoring average.

Example D.1-2:

Team A wins its first game with 22-10 and its second game with 21-20.

Interpretation D.1-2:

While the results section shall show 22-10 and 21-20 as the game results for Team A, the average score for Team A shall be calculated with 21 points in its first game and 21 points in its second game for an average score of 21.0 points per game. This applies to the calculation of the average score for pool and final standings as well as for the calculation of tour standings.