

# **NXTPRO RULES 3x3 RULES**

## **1.1-1.3 SET UP (1.1-1.3)**

- 1.1. The game will be played on a 3x3 playing court with 1 basket.
- 1.2 Each team shall consist of 4 players (3 players on the court and 1 substitute).
- 1.3 The game shall be managed by up to 1 official

## **1.4-1.6 GAME BEGINS WITH (1.4-1.6)**

- 1.4 Both teams shall warm-up simultaneously prior to the game.
- 1.5 A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 1.6 The game cannot begin if one of the teams is not on the playing court with 3 players ready to play.

## **GAME PLAY (SCORING) (1.7-1.9)**

- 1.7. Every shot from inside the arc (1-point field goal area) shall be awarded 1 point.
- 1.8. Every shot from behind the arc (2-point field goal area) shall be awarded 2 points.
- 1.9 . Every successful free throw shall be awarded 1 point

## **HOW WE GET A WINNER (1.10-1.15)**

1.10 The regular playing time shall be 1 period of 10 minutes. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

- During a check-ball, the ball is at the disposal of the offensive player after the check-ball has been completed.
- After a successful last free throw, the next offensive team is in possession of the ball.
- After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.

1.11. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This "sudden death" rule applies to the regular playing time only (not to a potential overtime).

1.12. If the score is tied at the end of regular playing time, an overtime shall be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

1.13. A team shall lose the game by forfeit if at the scheduled starting time of the game the team is not present on the playing court with 3 players ready to play.

1.14. A team shall lose the game by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation,

1.15. A team losing by default or a tortuous forfeit shall be disqualified from the competition.

### **How The Ball Is Played: (1.6-1.20)**

1.16 Following each successful field goal or last free throw (except those followed by ball possession):

- A player from a non-scoring team shall resume the game by dribbling or passing the ball BEHIND the three point line with BOTH FEET

1.17 **Any** live ball change of possession must be cleared behind the three point line with BOTH FEET BEHIND the line

1.18 Possession of the ball given to either team following any dead ball situation shall start/resume with a checkball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.

1.19 A player is considered to be “behind the arc” when both feet are behind the line

1.20 In the event of a jump ball situation, the game shall be resumed with a check-ball by which team has possession arrow

### **FOULS / FREE THROWS: (1.21-1.25)**

1.21. A team is in a penalty situation after it has committed 5 fouls. Players are not excluded based on the number of personal fouls subject to Art. 16

1.22. If the foul is committed on a player in the act of shooting, that player shall be awarded a number of free throws as follows:

- If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw. 2 free throws shall be awarded as of the 6th

team foul.

- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 6th team foul.
- If the shot released from behind the arc is unsuccessful, 2 free throws.

1.23 Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalized with 2 free throws and ball possession.

1.24 Team fouls 7, 8 and 9 shall always be penalized with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalized with 2 free throws.

1.25. All technical fouls shall be always penalized with 1 free throw. The free throw shall be administered immediately. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.

Note: An offensive foul shall not be penalized with free throws.

### **STALLING: (1.26-1.27)**

1.26. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

1.27. An offensive player, after the ball has been cleared, shall not hold the ball and/or dribble inside the arc with his back or side to the basket for more than 5 consecutive seconds.

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the officials shall give in the last 5 seconds the offensive team an information on the remaining second by counting them loudly and signaling them with an extended arm.

### **SUBSTITUTIONS: (1.28)**

1.28 Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game from the half court circle in between benches. Substitutions take place only after the referee has waved you in.

**TIMEOUTS: (1.29)**

Each team is allowed one time out allowed by player or sub while on offense or on a dead ball.

**Coaching: (1.30)**

Only players and subs are allowed on the bench. NO non players are allowed on the bench.