

# 3X3 SUMMER SLAM

COMPETITION FORMAT AND LAYOUT



## Player Rosters and Divisions

The 3x3 Competition has a minimum of 4 players per team. 4 is the recommended amount, however 5 is sufficient as well for each team.

## Cover Players in the event of absence

In the case of injury, sickness and absence teams may utilise a cover for the 3x3 competition. Players must be registered players with MWBA to be able to take the floor. Players can be utilised as fill-ins for a team provided they are from the same or lower division and/or same or lower age bracket. Players must play in 5/9 weeks or 55% of competition games to be eligible for the finals.

## Comparison Table to 5v5 Basketball

<b>RULE</b>	<b>3X3</b>	<b>BASKETBALL</b>
HOOP	1	2
COURT	HALF	FULL
PLAYERS	3-A-SIDE	5-A-SIDE
BALL	3X3	BASKETBALL
PLAYING TIME	10'	4 X 10'
GAME OVER	21 PTS	N/A
SHOT-CLOCK	12"	24"
FIELD GOALS	1 OR 2 PTS	2 OR 3 PTS
AFTER SCORING	NO BREAK	INBOUND

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## Beginning of the Game

A coin flip or scissor paper rock shall determine which team gets the first possession. The team that wins can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime. 4.3. The game cannot begin if one of the teams is not on the playing court with 3 players ready to play.

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## Scoring

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

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## Playing Time/Winner of Game

The regular playing time shall be 1 period of 8 minutes. With each team playing 3 games per 1hr timeslot. There will be a 2 minute break in between each game.

The game clock won't be stopped during dead ball situations and free throws.

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. 6.2.

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).

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

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## Fouls/Free Throws

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## Fouls and Free Throws

A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls unless they are charged with 2 unsportsmanlike fouls

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 7th team foul.

If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7th team foul.

If the shot released from behind the arc is unsuccessful, 2 free throws.

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.

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 and ball possession.

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. The game shall be resumed as follows:

If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds.

If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped. Note: An offensive foul shall not be penalized with free throws.

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## How the Ball is Played (Reset)

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 from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

The defensive player is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

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

If the offensive player rebounds the ball, he may continue to attempt to score without returning the ball behind the arc. If the defensive player rebounds the ball, he must return the ball behind the arc (by passing or dribbling).

If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).

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

A player is considered to be "behind the arc" when neither of his feet is inside or on the arc line.

In the event of a jump ball situation, the game shall be resumed with a check-ball for the last defensive team. The shot clock shall be reset to 12 seconds.

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## Stalling

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

If the court is equipped with a shot clock, a team must attempt a shot for a field goal within 12 seconds.

The shot clock shall start as soon as the ball is at the disposal of the offensive player (following the exchange with the defensive player or after a successful field goal underneath the basket).

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.

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## Substitutions

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 without any prior notice to the officials or table officials while the ball is dead and the game clock is stopped. The substitutions can only take place behind the endline and require no action from the officials or table officials.

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## Time Outs

No Time Outs are available. The 8-minute game timer will run consistently throughout all courts with a 2-minute break in between games. Should an injury occur, players will substitute out the injured player in order to keep playing.

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## Finals and Standings

During the final week of the 3x3 competition standings will be determined by competition points at the end of week 8. In a competition with 5 teams, the 5th placed team will not be playing on the final week of competition. The remaining top 4 teams will play for first place in the following format.

Finals Games will be 10 minutes each with a 5 minute break in between games

### Semi Finals

1st vs 4th

2nd vs 3rd

### Bronze Medal Game

loser of Semi Finals Games

### Gold Medal Game

Winner of Semi Finals Games