

3x3 Rules STV Luzern Basket



Court, Ball and basket height	A regular 3x3 court playing surface is 15m (width) x 11m (length). The official 3x3 ball shall be used in all categories. U8: ball size 4, basket height between 1.80-2.60 m U10: ball size 5 or regular 3x3 ball
Team roster	3 or 4 players Game must start with 3 players. A player can only play in one team in the same category.
Referee(s)	1 or 2
Time/Score keeper(s)	Up to 2
Time-outs	Timeouts only allowed in final games. 1 per team, any player can call the time-out in a dead ball situation. Duration: 30 seconds
Initial possession	Coin flip: The team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime.
Scoring	1 point. 2 points, if scored behind the arc
Game duration & Score limit	<u>U8, U10, U12</u> 1 x 5 minutes playing time, last minute stopped. Final Game: 1x7 minutes playing time, last minute stopped <u>U14, U16, U18, Men, Women, Wheelchair</u> 1 x 7 minutes playing time, last minute stopped. Final Game: 1x10 minutes playing time, 10 min stopped time. <i>Men quarterfinal, semifinal: 1x10 minutes playing time, last minute stopped.</i> <i>Changes on game duration can be made till one day before the tournament.</i> Score limit per game : 21 points
Overtime	First team to <i>score one point</i> wins the game. U8: First team who touches the hoop with the ball wins the game. <u>U14/U16/U18/U20/women/wheelchair final game:</u> First team to score two points wins the game <u>Men quarterfinal, semi final, final:</u> First team to score two points wins the game
Tournament schedule / delay on court	<i>Teams must be on court on time.</i> Less than 2 minutes delay: The game will be played less 2 minutes. More than 2 minutes delay: The other team can win by forfeit.
Shot clock	14 seconds for U14/U16/U18/U20/Men/Women/Wheelchair. <i>Shotclock is taken by referee, except Final Games.</i> No shot clock in U8/U10/U12. Playing down the clock not allowed during all U10/U12 games.
Free throw(s) following a shooting foul	1 free throw. 2 free throws, if foul committed behind the arc.
Foul limit	6 team fouls. Penalty for team fouls 7, 8 and 9: 2 free throws
Penalty for technical foul	1 Free throw, no change of possession
Penalty for unsportsmanlike foul	2 free throws
Penalty for disqualifying foul	2 free throws + ball possession
Team disqualification	Unsportsmanlike, violent or unfair behavior against other teams, referees, officials etc. the tournament management can disqualify a team.
Possession following a successful goal	Defense possession. Right underneath the hoop. Ball to be dribbled or passed to a player behind the arc. Defensive team not allowed to play for the ball inside the "no-charge semicircle" area underneath the basket.
...following a dead ball	Check ball exchange behind the arc (at the top)
...following a defensive rebound or steal	to be dribbled/passed behind the arc
...following a jumpball situation	Defense possession (Bei Sprungball-Situation geht Ball immer an Defense)
Substitutions	In dead ball situations, prior to the check ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him behind the end line opposite the basket. Substitutions require no action from the referees or table officials.
Application	Application is only valid if the tournament fee is paid