

Victorian International Student Sport Festival

3x3 Basketball Guidelines

Open Competition

UniSport Australia (UniSport) 3x3 basketball competitions are conducted in accordance with the rules of the [Federation International Basketball Association \(FIBA\)](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence.

1. Game time/duration

- 1.1. All games will be 10 minutes in duration or first to 21 points (whichever comes first).
- 1.2. The game clock will continue to run without interruption throughout the 10 minutes of play, except in the event of an emergency or injury.
 - 1.2.1. Note that for finals games, the time clock will stop in the last two minutes of play for free throws and other required stoppages. Finals games for men will be from Quarter Finals onwards. Finals games for women will be all non-pool games.
- 1.3. As per 3x3 rules each team will be granted one 30-second time-out per game. This cannot be taken in the last minute of the game.

2. Drawn matches

- 2.1. If the score is tied at the end of regular playing time, an overtime period will be played. The **first** team to score two points during overtime will be declared the winner. Overtime will begin immediately after regular time ends without any additional break.
Please note: Overtime will only be applicable for Quarterfinal, Semifinal, and Final games. All other games that end in a tie after regular time will not proceed to overtime.

3. Point System and Team Progression

- 3.1 The point system is designed to reward teams based on their performance in each match and will be used to evaluate which teams advance in their group based on the total points accumulated:

Win: 3 points
Draw: 2 points
Loss: 1 point
Forfeit: 0 points

- 3.2 In the event that teams are tied in points, the total point difference (total points scored minus total points conceded in all games) will be used as the tiebreaker. The team with the higher point difference will advance. If two teams are tied on points and points difference, the result of their head to head game will be used to determine the higher ranked team. If that game was a draw, then the two teams will play a two-minute tiebreaker game to determine the higher ranked team.

4. Scoring and Fouls

- 4.1 Individual player scores and fouls will not be recorded. All points and fouls will be attributed to the team as a whole.
- 4.2 A team enters a penalty situation after committing 6 fouls. Upon reaching 9 team fouls, any subsequent foul will be classified as a technical foul.

5. Forfeits, delays and abandonments

- 5.1 A forfeit will be declared five minutes after the scheduled start of play where either team is unable to commence play.
- 5.2 The forfeit score is 21 points to nil (0).

- 5.3 If a team is late but takes the court prior to the five minute forfeit time, the game shall start without the clock being reset and the team running late penalised a point for each minute (or part thereof) that has expired.
- 5.4 Should the commencement of a game be delayed due to no fault of either team (as determined by competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 5.5 In the event of a game being abandoned, the UniSport guideline - [Abandonment of sporting competitions](#) will be applied.

6 Uniform requirements

- 6.1 The specific uniform requirements for 3x3 basketball will follow the FIBA Official 3x3 Basketball Rules (Rules 4.3 and 4.4). Teams should preferably wear matching uniforms of the same colour, with clearly visible player numbers on both the front and back of the jerseys.

7 Team duties

- 7.1 One person from each team may be required for the duty of scoring for their match.
- 7.2 The person fulfilling the team duty requirements can be any competent person associated with that team and does not necessarily have to be a player e.g. team manager.
- 7.3 Teams that do not fulfil team duties may be penalised competition points.

All competitions will be held in accordance with the [UniSport competition guidelines](#).

