3x3 Rules of the Game

Court and Ball	A regular 3x3 court playing surface is 15m (width) x 11m (length) The official 3x3 ball shall be used in all categories
Team roster	4 players 3 + 1 substitute *Note:* game must start with 3 (three) players in FIBA 3x3 Official Competitions
Referee(s)	1 or 2
Time/Score keeper(s)	Up to 2
Time-outs	1 per team and 2 TV-time outs, if any, at first dead ball after 6:59 and 3:59 dead ball, 30 seconds
Initial possession	Coin flip *Note:* 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 and 2 points, if scored behind the arc
Game duration & Score limit	1 x 10 minutes, playing time Score limit: 21 points. Applies to regular playing time only *Note:* *if a game clock is not available*, running time length and sudden death score is at organizer's discretion. FIBA recommends setting score limit in line with the game duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points)
Overtime	First team to score two (2) points wins the game
Shot clock	~~12 seconds~~ 24 seconds *Note:* *if a shotclock device is not available*, referee to warn and count down the 5 last seconds
Free throw(s) following a shooting foul	1 free throw 2 free throws, if foul committed behind the arc
Foul limit per team	6 team fouls
Penalty for team fouls 7, 8 and 9	2 free throws
Penalty for team fouls 10 and more	2 free throws + ball possesion
Penalty for technical foul	1 Free throw, no change of possession
Penalty for unsportsmanlike foul	2 Free throws (+ ball possession as of team foul 10 and more) Counted as if 2 fouls for team fouls purposes
Penalty for disqualifying foul	2 free throws + ball possession Counted as if 2 fouls for team fouls purposes
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 semi-circle" area underneath the basket
...following a dead ball	Check ball exchange behind the arc (at the top)
...following a defensive rebound or steal	Ball to be dribbled/passed behind the arc
...following a jumpball situation	Defense possession
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

Notes:
*A player is considered to be "behind the arc" if neither of his feet are inside nor step the arc
**Official FIBA Basketball Rules apply for all game situations not specifically mentioned above
***Refer to 3x3 Rules of the Game text version for standings, default, forfeits, protests and disqualification

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