



BALLARAT BASKETBALL ASSOCIATION  
2024 3x3 TOURNAMENT RULES OF OPERATION

Two separate 3x3 tournaments across 3 months giving teams a chance to qualify for the Basketball Victoria 3X CUP State Championships in September 2024.

The winner from each Tournament's age group and gender A Grade Division, will qualify for the Basketball Victoria 3X CUP held in September 2024.

A wild card will also be selected from each age group's A grade Division who will also qualify for the Basketball Victoria 3X CUP held in September 2024. Wildcard is subject to BV rules and availability.

The Wild card will be the team that accumulates the most FIBA ranking points over the three tournaments.

KEY DATES

**April 3x3 Tournament 2024**

Tournament Dates: Saturday 20<sup>th</sup> April 2024

Registrations Open: 19<sup>th</sup> March 2024

Registrations Close: 5<sup>th</sup> April

**July 3x3 Open Qualifiers 2024**

Tournament Dates: TBC (July School Holidays)

Registrations Open: TBC

Registrations Close: TBC

**September 3x3 State Championships – Run by Basketball Victoria**

Tournament Dates: TBC

Registrations Open: By Qualification through earlier tournaments



## **LOCATION**

All tournaments are played at Selkirk Stadium. On both indoor and outdoor courts, weather permitting.

**FEES** \$100 per Team – To be paid on registration.

All players must have a current Fiba 3x3 account

**AGE GROUP RESTRICTIONS** Players must be under the age of the reflective age group. For example, ALL players playing in U11s must be 10 years or younger.

There are NO exemptions for players to play down an age group.

Players may play up only one age group

**Note all age groups are relevant to 2024 season, as to qualify for 3X CUP in 2024**

Age Groups for Boys and Girls in each:

U11 – BORN 2014, 2015, 2016

U13 – BORN 2012, 2013

U15-- BORN 2010, 2011

U17—BORN 2008, 2009

U19—BORN 2006, 2007

## **FIBA RANKING POINTS AND 3X CUP QUALIFICATION**

Registrations for the 3XCUP Regional Qualifier held by Basketball Ballarat are now open online, with divisions available in odd age groups; U11, U13, U15, U17 & U19. A-Grade Champions in each age group will automatically advance to the Regional Qualifier Event, with additional wildcard entry up for grabs, at the discretion of Basketball Victoria.

## **DIVISION INFORMATION**

Each age group and gender will be placed in to either A, B or C grade by request, or by BBA.

The BBA reserve the right to move a team to another division based on the playing level of the players registered in the team. A Grade being the higher skill level.

If the BBA cannot register enough teams to run both divisions, we will merge both competitions. If teams do not want to play in that division, we will offer full refunds.

BBA 3x3 Tournament Rules are based on Basketball Victoria 3XCup Rules/FIBA



### **COURT AND BALL**

3 x 3 will be played within a half-court.

The three-point line is the possession line.

All age groups and genders will use age dependant basketball sizes

### **TEAM UNIFORMS**

Any colour, number not necessary and all same colour.

Teams **MUST** bring a light and dark Uniform top option.

Dark light reversible tops preferred.

If teams do not bring a light and dark option, there will be a penalty of a 10-point start to the opposing team.

It is the 'Away' team responsibility to produce alternate if there is a clash. **NO EXCEPTIONS**

### **SCORING**

Each Team **MUST** Provide a scorer.

Scorer cannot be the player on bench.

No Time Outs.

Initial Possession decided by one round of Rock, Paper Scissors.

If team does not provide a scorer, there will be a penalty of a 10-point start to the opposing team.

### **Shot Clock**

There will be no formal shot clock, but referees will verbalise if a shot needs to be taken with a general 12-14 second time frame.

### **GAME DURATION**

12 Minute games or first team to 21 Points.



15 Minute time slots

Clock does not stop

Tie Game- If the score is tied at the end of playing time, overtime will be played.

There shall be an interval of 30 seconds before the overtime starts

### **OVERTIME**

If the score is tied at the end of regular playing time, an overtime shall be played. The first team to score 2 points in the overtime wins the game.

### **SUBSTITUTIONS**

On a dead ball or restart/check ball at the arc.

### **FOULS / 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 2 technical fouls have been awarded to that individual player in which case that player will be withdrawn from the game.

Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.

Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

### **TECHNICAL FOULS**

All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

### **HOW THE BALL IS PLAYED**

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

A player from a non-scoring team will 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 team is not allowed to play for the ball inside 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 team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. – If the defensive team rebounds the ball, it must return the ball behind the 3pt line (by passing or dribbling).



Possession of the ball given to either team following any dead ball situation shall start 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 court.

A player is considered to be “behind the arc” when neither of their feet are inside nor step on the arc.

In the event of a jump ball situation, the defensive team shall be rewarded the ball.

## **TOURNAMENT STRUCTURE**

Click below for the structures of each Division

## **STANDINGS OF TEAMS**

Both in pools and in overall competition standings, the following classification rules apply. If teams that have reached the same stage of the competition are tied after the first step, refer to the next one – and so on.

Most wins.

Head-to-head confrontation (only taking win/loss into account and applies within a pool only).

AND/OR

Most points scored (without considering winning scores of forfeits)

## **UNIFORMS**

All teams are required to wear matching playing tops. We encourage teams to wear reversible singlets so that you can easily swap if there is a clash. Playing shirts do not need numbers and are a team decision.

Any colour, number not necessary and all same colour.

Teams must bring a light and dark Uniform top option

. Dark light reversible tops preferred If teams do not bring a light and dark option, there will be a penalty of a 10-point start to the opposing team each game.

Shorts do not need to be matching. Shorts must have **NO POCKETS.**

‘Away’ team responsibility to produce alternate if there is a clash. **NO EXCEPTIONS**

## **HOW TO REGISTER**

Find a team of 4

All teams can have 4 players registered but can play with minimum of 3 in any singular tournament.

Minimum of 3 and Maximum of 4 players per team registered on Fiba 3x3 website.



Confirm that ALL players are the CORRECT age at the time of the tournament.

Collect all players email addresses so you can send out the player registration link.

Team Registrations can then be made here by the Team Coordinator:

\$100 will need to be paid at the time of registration

Team Coordinators will receive a [PLAYER REGISTRATION](#) link.

Please send each player this link to register