**Rules and conditions for 3×3 Basketball competitions**

**for the school Olympic program season 2022-2023**

The Organizing Committee of the School Olympic Program is pleased to announce the schedule and rules of the Basketball 3×3 Competitions for the three stages of education which are organized in the School Olympic Games for the current year.

**Article (1) Regulatory Matters**

1/1 Each participating school is allowed to have a maximum of **4** players and minimum of 3 players per team.

1/2 All matches start at 8:00 am.

1/3 All matches will be played on a half court setting in the Basketball Federation gym.

1/4 All players must be in their suitable sports clothes and sports shoes during matches.

1/5 Player is not allowed to participate without showing a medical certificate during the competition.

1/6 Each participating players over age 13 must have an account on the FIBA ​​website for 3×3 competitions.

1/7 Account opening requirements:

* Real email for each player
* Copy of the passport or ID card
* Personal photo

**Article (2) Registration Conditions:**

Students will participate in the competition according to the following ages:

2/1/1 Championship Level One (Primary stage) born (2013, 2014, 2015,

2016 and 2017)

2/1/2 Championship Level Two (Primary stage) born (2011 and 2012)

2/1/3 The Third Level Championship (Preparatory stage) born (2008,

2009, 2010)

2/1/4 The Fourth Level Championship (High School) born (2005, 2006,

2007)

2/2/1 It is allowed to register two (2) club players in the registration form.

2/2/2 It is not permissible for more than one club player to be on the court. They are allowed to substitute each other during the match if they are both present.

**Article (3) Competition playing system**

**1/3 3×3 Rules Play:**

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| --- | --- |
| 4 players  3+1 Substitution | The number of players in the team |
| 30 seconds time-out for each team | The time-out is one time only for each team |
| Decided by toss coin  Note: The team that wins the toss decides to either pick the ball at the start of the match or leave it to the opponent to benefit from having possession of the ball at the possible start of overtime. | First ball possession |
| One point (1) if the shot was from inside the arc and two points 2 if the field shot was from outside the arc | Scoring points |
| 10 minutes running time. Time stops during free throws only. | Match duration |
| Maximum score: 21 points that only apply to normal match time | Maximum score |
| The team that scores the first two (2) points wins the match. | Extra period |
| Offensive team have 12 seconds shot clock. They must either make a basket or hit the ring for a reset. Otherwise, it will be a violation and the ball possession is transferred to the defensive team. | Shooting time for the team |
| Foul in the act of shooting within the arc is awarded with one (1) free-throw.  Foul in the act of shooting outside the arc is awarded with two (2) free-throws. | Free Throw |
| The maximum number of team fouls before a penalty is 6 team fouls. | Team Fouls |
| 2 free-throws | Penalty for Team Fouls from 7, 8 and 9 |
| 2 free-throws + possession of the ball | Penalty for Team Fouls of 10 or more |
| 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. | Unsportsmanlike foul |
| 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. | Technical foul |
| Possession of the defending team | Possession after a successful field – Injury |
| The ball must be dribbled or passed to a player behind the arc. | Possession after a successful field – Clearing |
| - The defending team may not defend the ball within the semi-circle area from under the basket after a successful shot attempt.  - The ball must be cleared by dribbling or passing to a player behind the arc after a successful attempt, defensive rebound, or steal.  - Jump ball – Possession is awarded to the defending team.  - Substitution – Only during dead ball and before the ball check.  - Every dead ball, the players at the top of the arc must check the ball. | Possession after a successful attempt, a rebound/steal, a Jump ball, and Substitution. |
| The player inside the court and substitute player must have a physical contact (touching) between him and his teammate from behind the end edge of the playing court and from the opposite side of the basket. | The substitute must enter the playing court |

**3/2 Competition playing system:**

3/2/1 First Round: Schools will be divided into groups and groupings will be determined based on the number of participating schools in the competition.

3/2/2 Second Round: The second round of the competition will be a knockout system.

3/2/3 The four winning teams from the quarter-finals qualify for the semi-finals at all stages.

3/2/4 The two winning teams from the semi-finals qualify for the final and the two losing teams meet to determine third place.