

3x3 Rules Stedtli Basket Liestal

Court, Ball and basket height	A regular 3x3court playing surface is 15m(width) x 11m(length) The official 3x3 ball shall be used in all categories. U8: ballsize 4, basket height between 1.80- 2.60 m U10: ballsize 5 or regular 3x3 ball
Teamroster	3 or 4 players Game must start with 3 players. A player can only play in one team in the same categorie.
Referee(s)	1 or 2
Time/Score keeper(s)	Up to 2
Time-outs	Timeouts only allowed in the final game. 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 U8: 1x7 minutes playing time, last minute stopped. Final Game U10, U12: 1x 10 minutes playing time, last minute stopped. <u>U14, U16, U18, Men, Women</u> 1 x 7 minutes playing time, last minute stopped. Final Game: 1x10 minutes playing time, 10 min stopped time. <i>Men semifinal</i>: 1x10 minutes playing time, last minute stopped. <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 score one point wins the game. U8: Alternating "free throws" directly at the basket. first free throw wins. <u>U14/U16/U18/U20/women/ final game</u>: First team to score two point wins the game <u>Men semi final, final</u>: First team to score two point wins the game
Tournament schedule / delay on court	Teams must be on court on time. More than 2 minutes delay: The other team can win by forfeit.
Shot clock	14 seconds for U14/U16/U18/U20/Men/Women: Shotclock is taken by referee, except Final Games. 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 teamfouls 7, 8 and 9: 2 free throws
Penalty for technical foul	1Free 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 an 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 himbehind 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 payed