

MBA 3X3 Tournament Rules

COURT AND BALL

3 on 3 will be played within a half court.
The three point line is the possession line.
Size 6 Basketball up to u/16 boys and for all girls games
Size 7 Basketball for u/16 and u/18 boys

TEAM ROSTER

4 Players 3 Players + 1 Substitute Teams must have at least 3 to start.
Team Uniforms Any colour number not necessary Uniform tops must be same colour
Dark light reversible tops preferred

SCORING/TIME KEEPER

Each Team MUST Provide One.
No Time Outs
Initial Possession darkest colour tops
1 Point inside 3 point arc,
2 Points behind the arc

GAME DURATION

10 Minute games
15 Minute time slots
Clock does not stop

Tie Game- If the score is tied at the end of playing time, an extra 1 minute period of time will be played. Team that scores the first 2 points in this extra time will be the winners. There shall be an interval of 30 seconds before the overtime starts.

Substitutions
Any whistle or re start at 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personal fouls unless 2 technical fouls have been awarded to that individual player in which case that player will be withdrawn from the game.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.



MANDURAH BASKETBALL

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

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 until the offensive team has taken the ball beyond the 3pt line.

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).

If the defensive team steals or blocks the ball, it must return the ball behind the arc (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 his feet are inside nor step the arc.

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

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.

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
3. Most points scored in average (without considering winning scores of forfeits).

