



# 3-a-Side Women's Corporate FUN Basketball Games RULES

## 9 August 2011

(Adapted from the Official FIBA 33)

*The official FIBA Basketball rules are valid for all game situations not specifically mentioned in the rules mentioned below. It goes without saying that the spirit of fair play and sportsmanship are an integral part of the 3-a-side rules.*

### Art. 1 Court

The game will be played on a half court of a regular FIBA basketball playing court.

### Art. 2 Teams

Each team shall consist of a maximum of five (5) players (3 players on the court and 2 substitutes). Players must wear a team uniform with numbers on the shirts between 4 to 15.

### Art. 3 Game Officials

The game officials shall be one referee and one scorer.

### Art. 4 Beginning of the game

- 4.1. Both teams shall warm-up (2 minutes) simultaneously.
- 4.2. Team A shall begin the game with a throw-in opposite the scorer's table, team B shall be entitled to the ball at the next jump ball situation in accordance with the alternating possession arrow rule. The arrow will be directed to the bench of the team which is entitled to the ball at the next alternating possession opportunity.

### Art. 5 Playing Time/Winner of the game

- 5.1. The regular playing time shall consist of two (2) periods of 7 minutes running time each.
- 5.2. However, the first team which scores 33 or more points will be the winner of a game if it happens before the end of regular playing time.
- 5.3. If the score is tied at the end of the last period, the result will stand as a draw (except in the case of the elimination finals – then a free throws shoot out will take place)
- 5.4. There shall be an interval of one (1) minute between periods.
- 5.5. A team shall lose the game by forfeit (33:0) if three (3) minutes after the scheduled start of the warm-up time the team is not present on the playing court with three (3) players ready to play.

### Art 6. Fouls by Players

A player who has committed 4 fouls in a game must be substituted and cannot re-enter that game.

## Art. 7 How the ball is played

7.1. Following each successful field goal or last free throw:

- A player from the non-scoring team will resume the game from the place directly underneath the basket (on the court) – while opponents must be positioned outside the no-charge semi-circle):
  - a. by passing the ball to his teammate to any player on the court. However, if that player is not behind the three-point line, the ball receiver must dribble/pass the ball to a place on the court behind the three-point line
  - b. by dribbling the ball to a place on the court behind the three-point line

7.2 Following each unsuccessful field goal or last free throw:

- If the offensive team rebound the ball, it may continue to attempt the score without returning the ball behind the three-point line.
- If the defensive team rebound the ball, it must return the ball (by passing or dribbling) behind the three-point line. Failing to do so will result that a score will count for the other team.

7.3 Following the steal, turnover, etc:

If it happens within the two-point area, the ball must be passed/dribbled to a place behind the three-point line.

7.4. All throw-ins following the fouls (without free throws), violations, out-of-bounds shall be taken from the out-of-bounds place level with the top of the three-point line, opposite the scorer's table. The referee shall hand the ball to the out-of-bound player. The thrower-in can pass the ball to his teammate to any place on the court who can attempt to score without returning the ball to behind the three-point line.

## Art. 8 Substitution

The substitution shall be permitted at any time provided that the player who is being substituted is completely off the court at the demarcated substitution area before the other player gets on at the demarcated substitution area. One penalty free throw shall be awarded to the opponents of the team violating this rule.

## Art. 9 Time-outs

There are no time-outs granted to any team at any time.

## **Tournament structure**

The 40 teams entered will be divided into 8 groups of 5 teams playing round robin games.

(10 games × 8 groups = 80 games in the group stages, from 9h00 to 15h30)

Results will be recorded as follows: win = 2 pts, draw 1 = point.

In the event of teams of the same group ending on the same amount of points:

- First the result between these two teams will count to decide the winner
- Should that game have been a draw than the overall goal saldo of the teams will decide on the winner of the group.

The top 2 seeded team of each group (16 teams) will go through to the direct elimination stages of the tournament: (8 + 4 + 2 + 1 = 15 games, 15h45 to 17h20)