

## **FIBA 3x3 National Team Regulations** **Edition 2017**

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### **0. Definitions**

- 0.1 In these regulations, “FIBA 3x3 Official Competitions” refer to the following national team competitions irrespectively of age category:
  - FIBA 3x3 World Cups
  - FIBA 3x3 Zone Cups
  - Olympic Tournaments

0.2 In these regulations, “FIBA 3x3 Recognized Competitions” refer to the following national team competitions irrespectively of the age category:

- Qualifiers to a FIBA 3x3 Official Competition
- FIBA 3x3 Sub-Zone Cups and its Qualifiers
- Other national team competitions organized by FIBA
- National team competitions endorsed by FIBA

0.3 FIBA 3x3 Official Competitions and FIBA 3x3 Recognized Competitions are referred to together in these regulations as the “FIBA 3x3 National Team Competitions”.

## 1. Introduction

1.1. These regulations apply to all FIBA 3x3 National Team Competitions; however, in case of national team competitions endorsed by FIBA, these regulations apply only if agreed between FIBA and the respective organizer. Deviations from these regulations for FIBA 3x3 Recognized Competitions are allowed with the approval of the FIBA Secretary General.

1.2. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the competitions mentioned in 1.1. The present regulations set forth the specific regulatory framework for the competitions mentioned in 1.1. In case of any conflict, the following hierarchy shall apply (each category to prevail over any category mentioned below it):

- FIBA General Statutes
- 3x3 basketball regulatory principles issued by the Central Board
- These regulations
- Other rules, regulations or decisions of FIBA specifically addressing 3x3 competitions (e.g. 3x3 Official Rules of the Game)
- FIBA Internal Regulations
- Other rules, regulations and decisions of FIBA.

1.3. FIBA 3x3 National Team Competitions have to follow the corresponding guidelines and manuals issued from time to time.

## 2. Occurrence of Events

2.1. FIBA 3x3 World Cups and FIBA 3x3 Zone Cups ought to be played annually.

- 2.2. Olympic Tournaments are considered as if FIBA 3x3 World Cups for the purpose of this section 2.

### **3. 3x3 Federation Ranking**

- 3.1. National Federations are ranked according to the aggregate points tallied by their Top 100 nationals in the 3x3 Individual World Ranking in each category (men, women, U23 men, U23 women, U18 men, U18 women) who have a confirmed play.fiba3x3.com (former 3x3planet.com) account.
- 3.2. The 3x3 Federation Ranking is published on fiba3x3.com and updated on a daily basis.

### **4. Competition Format**

- 4.1. All competitions mentioned in 0.1 and 0.2 are played simultaneously for men and women. A National Federations may not be represented by more than one male and one female team. Team delegations are made up of 4 players in Open category and 4 players plus one team official in U18 category.
- 4.2. FIBA 3x3 World Cups are played with 20 teams for men and 20 teams for women on 5 days of competition. Teams are divided into 4 pools of 5 teams each. The competition is played with Round Robin followed by single elimination as of Quarter-Finals.
- 4.3. FIBA 3x3 Zone Cups are played in principle with 12 teams for men and 12 teams for women on 3 days of competition, except if otherwise approved by FIBA upon request of the respective Zone. Teams are divided into 4 pools of 3 teams each. The competition is played with Round Robin followed by single elimination as of Quarter-Finals.
- 4.4. FIBA 3x3 Recognized Competitions are played with Round Robin phase followed by single elimination.
- 4.5. Medals (gold, silver, bronze) shall be awarded at FIBA 3x3 World, Zone and Sub-Zone Cups. Winners of Semi-Finals will play for the gold medal, the losers of the Semi-Finals will play for the bronze medal. All other teams will get ranked according the 3x3 Official Rules of the Game.
- 4.6. The Secretary General of FIBA is entitled to apply changes to the

competition formats of the FIBA 3x3 National Team Competitions.

## 5. Qualification for FIBA 3x3 World Cups

- 5.1. Both the male and female national teams of the hosting federation are qualified directly.
- 5.2. The national teams of the winning federations of the previous edition are qualified directly. Olympic Tournaments are considered as if FIBA 3x3 World Cups for the purpose of this section 5.
- 5.3. The remaining slots, except for those reserved to a Qualifying Tournament, if any, are assigned based on the 3x3 Federation Ranking at cut-off date (1 November of the previous year) as follows:
  - The first 50% of the qualified teams per gender are identified by host country, winner of previous edition and 3x3 Federation Ranking.
  - The second 50% of teams are qualified by 3x3 Federation Ranking provided that those additional countries may only be represented by one gender. The assignment of those remaining 50% slots is alternating and will start with female.

Provided that the 3x3 Federation Ranking is applied to guarantee:

- A maximum of 50% of teams in a gender may come from the same continent.

The Secretary General of FIBA is entitled to modify the allocation method.

- 5.4. A Qualifying Tournament, insofar approved by Secretary General of FIBA, will be held a few months prior to the respective World Cup with the non-qualified teams.
- 5.5. In case a qualified National Federation waives the right of registering its team(s), substitute teams are assigned within 15 days (if feasible) by FIBA at its discretion following universality and/or development criteria.

## 6. Qualification for FIBA 3x3 Zone and Sub-Zone Cups

- 6.1. The registration to FIBA 3x3 Zone and Sub-Zone Cups is open to all eligible National Federations of the respective Zone or Sub-Zone. However, FIBA can invite non-eligible federations at its discretion.



6.2. Both national teams of the hosting federation are qualified directly.

6.3. Remaining registered teams will qualify to Zone Cups as follows:

Registered Teams	Qualifying System
Up to 12 teams	Teams directly qualified to Zone Champs
13 teams	4 lowest ranked teams ex-host to play an elimination bracket; 2 winners of the semi-finals and winner of 3rd place game qualify
14 teams	3 lowest ranked teams ex-host to play pool qualifier on morning of day 1 of Zone Cups; winner qualifies
15 teams	6 lowest ranked teams ex-host are assigned in two pools of three to play a pool qualifier on morning of day 1 of Zone Cups; winners and best second qualify
16 & more teams	Teams qualify via Zone Cups Qualifiers or Sub-Zone Cups

6.4. FIBA 3x3 Sub-Zone Cups are played with all federations of the respective Sub-Zone that register for the competition. FIBA may decide that FIBA 3x3 Sub-Zone Cups shall act as qualifiers to FIBA 3x3 Zone Cups.

## 7. Eligibility of National Federations

7.1. National Federations eligible to qualify to FIBA 3x3 National Team Competitions are those with a minimum of 3 FIBA-endorsed events in their territory prior to cut-off date (1 November of previous year) in addition to being 3x3 e-learning certified. Only competitions with a minimum category/division size of 4 teams are considered for eligibility purposes.

## 8. Eligibility of Players

8.1. Nationality

8.1.1. General: In order to play for the national team of a country in FIBA 3x3 National Team Competitions, a player:

- a) must hold the legal nationality of that country; and
- b) must present a passport of that country issued by the competent authorities before the 1st of January of the calendar year prior to the FIBA 3x3 National Team Competition (e.g. before 1.1.2016)

- for a competition in 2017); and
- c) subject to 8.1.2 below, may not have previously played for the national team (5v5 or 3x3) of another country in an Official Competition of FIBA (see Art. 2-1 of the FIBA Internal Regulations).

FIBA may request any documents it deems appropriate in order to verify that the requirements of this clause are met.

FIBA may waive the requirement of clause 8.1.1.b in case of players who have met this requirement at a previous FIBA 3x3 National Team Competition.

- 8.1.2. Special cases: The FIBA Secretary General may exceptionally and in his sole discretion authorize a player, who has played for a national team in a 5v5 or 3x3 Official Competition of FIBA (see Art. 2-1 of the FIBA Internal Regulations), to play for the national team of another country in FIBA 3x3 National Team Competitions if there are close links (sporting or otherwise) between the player and the country of the 3x3 national team for which he wishes to play.

Before taking his decision, the FIBA Secretary General shall consult with both national federations and the player involved.

Decisions by the FIBA Secretary General on special cases may be subject to the payment of an administrative fee of up to 20'000 CHF.

A national team participating in a FIBA 3x3 National Team Competition may have only one (1) player authorised under this clause.

- 8.1.3. Young players: For the avoidance of doubt, a player who has transferred as a young player according to article 3-52 of the FIBA Internal Regulations may not play in a FIBA 3x3 National Team Competition, until he has reached the age of 18, for the national team of any country other than the country from which he transferred.

- 8.1.4. Special provisions for city states or dependent territories: To the extent that FIBA or its Regional Offices have enacted special eligibility provisions for players from city states or dependent territories, those provisions shall apply also to FIBA 3x3 National Team Competitions.

## 8.2. Age

- 8.2.1. In the Open category, players must be minimum 16 years old at the end of the calendar year during which the FIBA 3x3 National Team Competition takes place; however minimum 2 players have to turn 19 or older on the year of the competition.

- 8.2.2. In the U18 category, players:
- a) must be minimum 16 years old at the end of calendar year during which the FIBA 3x3 National Team Competition takes place; and
  - b) may not be older than 18 years old at any time in the same calendar year.

### 8.3. Other Eligibility Criteria

- 8.3.1. Players must be registered in [play.fiba3x3.com](http://play.fiba3x3.com) (former 3x3planet.com) with a confirmed account.

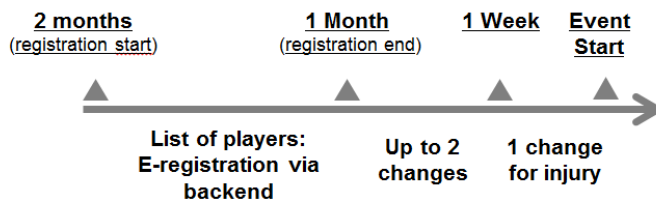
## 9. Registration of Teams

- 9.1. National Federations that are qualified to the FIBA 3x3 World Cups must confirm the participation of their team(s) in FIBA's 3x3 backend in the period of 1 to 30 November of the previous year. On 30 November at 24.00 UTC such confirmation becomes binding.
- 9.2. National Federations that wish to participate in other FIBA 3x3 National Team Competitions must confirm the registration of their team(s) in FIBA's 3x3 backend within 30 days following FIBA's invitation to register. With the expiry of the registration deadline the registration becomes binding.
- 9.3. National Federations that have confirmed the participation of their team(s) and cancel their participation after the confirmation became binding, or fail to appear at the opening of the given competition, will be sanctioned with a monetary fine of CHF 10'000; additionally, a ban from any FIBA 3x3 Official Competition for a period of time not exceeding one Olympic cycle may be imposed by the FIBA Secretary General.

## 10. Registration of Players

- 10.1. Players must get registered by their National Federation in FIBA's 3x3 backend.
- 10.2. Player registration for FIBA 3x3 World Cups will open 2 months prior to the event and will close 1 month (or six weeks in case that visa procedures

recommend to bring forward), prior to the event.



For other FIBA 3x3 National Team Competitions different timelines may apply.

- 10.3. National Federations must register 4 players per team.
- 10.4. Players must get registered with their height, weight, passport number and jersey number that they will wear at the event. For every player a passport scan in PDF format (max. 1000 pixels) must be uploaded in FIBA's 3x3 backend. ID cards are not accepted except if agreed in writing in advance by FIBA.
- 10.5. Once the registration is closed, National Federations may substitute max. 2 players per team until 1 week prior to competition start.
- 10.6. With less than 1 week prior to the competition start, National Federations may substitute max. 1 player per team for medical reasons subject to presenting a medical certificate.  
After the closing of the technical meeting no more roster changes are possible.
- 10.7. National Federations that fail to register 4 players per team prior to the closing of registration shall lose their participation right, will get replaced by a substitute team and will be sanctioned with a monetary fine of CHF 10'000; additionally, a ban from any 3x3 Official Competition for a period of time not exceeding one Olympic cycle may be imposed by the FIBA Secretary General.

## 11. Draw of Qualifiers to FIBA 3x3 Zone Cups

- 11.1. Teams are drawn to the Qualifiers based on the rank of the National Federation in the respective category of the 3x3 Federation Ranking



Qualifier A	Qualifier B	Qualifier C
Team 1 (highest rank)	Team 2 (2 <sup>nd</sup> highest rank)	Team 3 (3 <sup>rd</sup> highest ranked)
Team 6 (6 <sup>th</sup> highest rank)	Team 5 (5 <sup>th</sup> highest rank)	Team 4 (4 <sup>th</sup> highest rank)
Team 7 (7 <sup>th</sup> highest rank)	----->	----->
Team n (lowest rank)	<-----	----->

11.2. If two or more hosting teams are drawn into the same Qualifier, these teams will be moved horizontally until each hosting team is in a separate Qualifier.

11.3. If the hosting federation of the FIBA 3x3 Zone Cups participates in the Qualifiers and reaches a qualifying spot, the next ranked team of this Qualifier will qualify to the FIBA 3x3 Zone Cups.

## 12. Pool Seeding

12.1. In all FIBA 3x3 National Team Competitions, teams are seeded into pools according to the rank of the National Federation in the respective category of the 3x3 Federation Ranking as of the first day of the month in which the pools are published.

Pool A	Pool B	Pool C	Pool D
Team 1 (highest rank)	Team 2 (2 <sup>nd</sup> highest rank)	Team 3 (3 <sup>rd</sup> highest rank)	Team 4 (4 <sup>th</sup> highest rank)
----->	----->	.....	----->
----->	----->	----->	----->
----->	----->	----->	----->
Team n (lowest rank)	<-----	----->	----->

12.2. In case that there is less than 1 month between the last Qualifier to FIBA 3x3 Zone Cups and the FIBA 3x3 Zone Cups itself, the seeding as per 12.1 will be accomplished based on the 3x3 Federation Ranking of the day after the last Qualifier.

### **13. Jerseys**

- 13.1. The national team uniforms must comply with the regulations on team uniforms in FIBA Official Competitions in Book 2 of the FIBA Internal Regulations.
- 13.2. The FIBA 3x3 logo may not be displayed on national team jerseys except if the team wears Nike apparel. In any case, FIBA 3x3 Branding Guidelines have to be followed.
- 13.3. Each team must bring two sets of jerseys – 1 set of light colour and 1 set of dark colour.
- 13.4. Players may not change their jersey number during the competition, irrespective of dark or light jersey. Players must wear the jersey number confirmed in the technical meeting.

### **14. Technical Meeting**

- 14.1. Unless otherwise decided by FIBA, the technical meeting will usually take place in the evening prior to competition start.
- 14.2. Every participating National Federation must be represented by at least 1 English speaking team representative.
- 14.3. The team representative must bring the following to the technical meeting:
  - Passport of each participating player (ID cards are not accepted)
  - 1 complete set of dark uniform and 1 complete set of light uniforms
  - Team roster with jersey numbers
  - Official Competition's Player Entry Forms signed by all players
  - Registration forms for individual contests (see 16.)
  - Original of medical certificate in case of replacement for medical reasons

### **15. Team Competition**

- 15.1. All games are played according to the FIBA 3x3 Official Rules of the Game.
- 15.2. All games and individual contests in FIBA 3x3 National Team Competitions

are played with the Official FIBA 3x3 ball.

- 15.3. FIBA 3x3 World Cups are played exclusively with equipment from FIBA's 3x3 official suppliers. FIBA 3x3 Zone Cups and FIBA 3x3 Sub-Zone Cups and Qualifiers to FIBA 3x3 Zone Cups shall be played preferentially with equipment from FIBA's 3x3 official suppliers, in any case with FIBA Venue & Equipment Centre approved equipment.
- 15.4. Nomination of referees is a FIBA prerogative. Only referees holding a FIBA 3x3 Referee license shall be considered.
- 15.5. Teams shall have minimum 2 and maximum 4 games per day, insofar feasible. Between 2 games teams shall have a minimum break in the length of one game slot.
- 15.6. No coach may be present on the playground and no coaching (remotely from the bleachers or otherwise) is allowed.
- 15.7. A disqualified team will not be awarded ranking points at the given event. In case a team is disqualified, it will be displayed as disqualified (DQF). Such disqualification will have no impact on ranking points of other teams. In case a medal winning team gets disqualified, the next-best ranked team shall be awarded a medal.
- 15.8. In case of a protest pursuant to Art. 12 of the 3x3 Official Rules of the Game the FIBA sports director for the competition shall decide. Such decision may be appealed within 30 minutes to the judge of appeal that shall be the highest FIBA 3x3 representative present at the competition. Both sports director and judge of appeal shall be announced in the technical meeting of the competition.
- 15.9. Only the official game video produced by FIBA shall be considered in the protest and appeals procedure.

## **16. Individual Contests**

- 16.1. The official individual contests are:
  - Shoot-out Contest (mixed)
  - Dunk Contest (men)
  - Skills Contest (women)

The format of the individual contests is regulated in Appendix I of these

## Regulations.

- 16.2. The Shoot-out Contest shall be held at FIBA 3x3 World, Zone and Sub-Zone Cups. The Dunk Contest and Skills Contest shall be held at FIBA 3x3 World Cups.
- 16.3. In each individual contest 1 gold medal, 1 silver medal and 1 bronze medal shall be awarded.
- 16.4. Every female team participating in the Cups may register 1 player for the Skills Contest.
- 16.5. Every male and female team participating in the Cups may register 1 player for the Shoot-out Contest.
- 16.6. Every participating National Federation may register 1 additional male athlete for the Dunk Contest in FIBA 3x3 World Cups in open category. Said athlete may be registered on top of the team roster of 4 players but he may participate only in the Dunk Contest. In such case, the additional athlete's National Federation must cover full-board accommodation for him during his stay. Further, any athlete who has won a dunk contest at a FIBA 3x3 World Tour event during the season preceding the FIBA 3x3 World Cups may be invited by FIBA to take part in the Dunk Contest of said Cups. Such invitation will not impact a National Federation's quota of 4 + 1 players. Every athlete participating in the Dunk Contest shall wear his National Federation's national team uniform.
- 16.7. In U18: All male teams may register 1 player from the roster of 4 team athletes for the dunk contest.

## 17. Social Media

- 17.1. All games of FIBA 3x3 World Cups, FIBA 3x3 Zone Cups and the Qualifiers thereto and FIBA 3x3 Sub-Zone Cups are livestreamed on the FIBA 3x3 YouTube channel.
- 17.2. FIBA will set up dedicated event websites for FIBA 3x3 World Cups and FIBA 3x3 Zone Cups. All information on these events will be published exclusively on the dedicated event websites, [play.fiba3x3.com](http://play.fiba3x3.com) and FIBA 3x3's dedicated YouTube channel and Facebook, Twitter and Instagram accounts (all named FIBA3x3).

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## Appendix I – Format of Individual Contests

The Secretary General of FIBA is entitled to apply changes to this Appendix I.

### 1.1. The Dunk Contest format is as follows:

#### a) Rules:

The jury is composed of five members. Each judge will score 0 or any number from 5 to 10.

Only successful dunks are graded.

In each round the first successful dunk of up to three attempts will be counted. If the first or second attempt is successful, there will be no further attempt.

It is considered an attempt if the ball or hand touches the rim with the intention to complete the dunk. An attempt is considered successful if the ball, after leaving the dunker's hand and entering the basket from above, does not leave the ring in an upward vertical direction.

In case of 3 unsuccessful attempts in a round, the athlete will receive 0 points for this round.

The highest and the lowest score are not taken into consideration and only the remaining 3 scores account for the score of a successful dunk.

In case of a draw the tied athletes are given 1 additional dunk (3 attempts). Tie-breaking dunks are not graded, but the jury will take a majority decision after the last athlete has completed the final dunk attempt.

#### b) Qualification:

There will be 2 rounds. The results of the two rounds are added up to a total score.

The athletes will start in alphabetical order (by family name).

For each dunk the athletes will have 75 seconds starting from the moment their name is announced. The player needs to start his final attempt before the time runs out.

The 4 athletes with the highest score shall advance to the Semi-Final.

#### c) Semi-Final:

The same format of competition will apply as in the qualification round.

The athlete with the lowest score in the Qualification will go first and the athlete with the highest score will go last. In case of a tied score, the alphabetical order (by family name) will define the starting order.

The scores of the Qualification are not carried over to the Semi-Final, i.e. the scores start from zero again. The 2 athletes with the highest score in the Semi-Final will advance to the Final.

The athlete with the 3<sup>rd</sup> highest score in the Semi-Final will be winner of the bronze medal.

d) Final

The same competition format will apply as in Qualification and Semi-Finals with 2 exceptions: the athletes will compete in 3 rounds and there will be no time limit in the 3<sup>rd</sup> round of the Final.

The athlete with the lower score in the Semi-Final will go first and the athlete with the higher score will go second. In case of a tied score, the alphabetical order (by family name) will define the starting order.

The scores of the Semi-Final are not carried over to the Final, i.e. the scores start from zero again. The athlete with the highest total score in the Final will be the gold medal winner, the 2<sup>nd</sup> finalist will be the silver medal winner.

1.2. The shoot-out contest format is as follows:

a) Rules:

The Shoot-out contest foresees a separate female and male qualification and the best 2 shooters of each gender will meet in the Final.

The player may not step on or over the line prior to releasing the ball on a shot attempt and cannot touch the ball before the start signal of the referee.

b) Qualification:

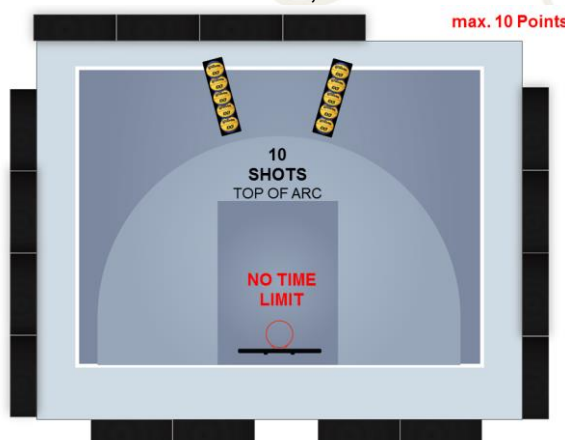
For each player, the time required from the start signal of the referee to the moment the last ball releases the player's hands is timed.

2 racks with 5 balls each are placed on top of the arc behind the 2-point line.

Each basket counts 1 point.

The 2 athletes with the highest score in each gender will qualify for the Final.

The better time will work as a tie-breaker in case of a tied score. In case of a tie of time and score, these athletes shall shoot again.



c) Final:

The 2 best male and 2 best female players will compete against each other.

The final is played with a 60-second countdown for each shooter.

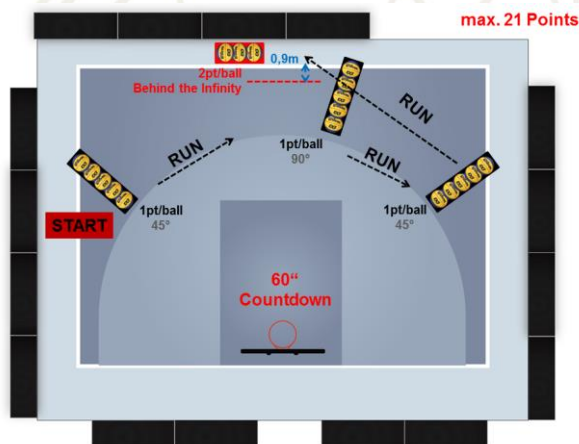
3 racks of 5 balls are placed at 45° left side, 45° degrees right side and on top of the arc behind the 2-point line, from which each scored basket counts 1 point.

1 rack of 3 balls is placed at 0.9m from the end-line in front of the basket, from where each scored basket counts 2 points.

The player will start from a rack on one side, proceed with the rack on top of the arc followed by the rack on the other side. The player will finish the round with shooting from the rack placed at 0.9m from the end-line.

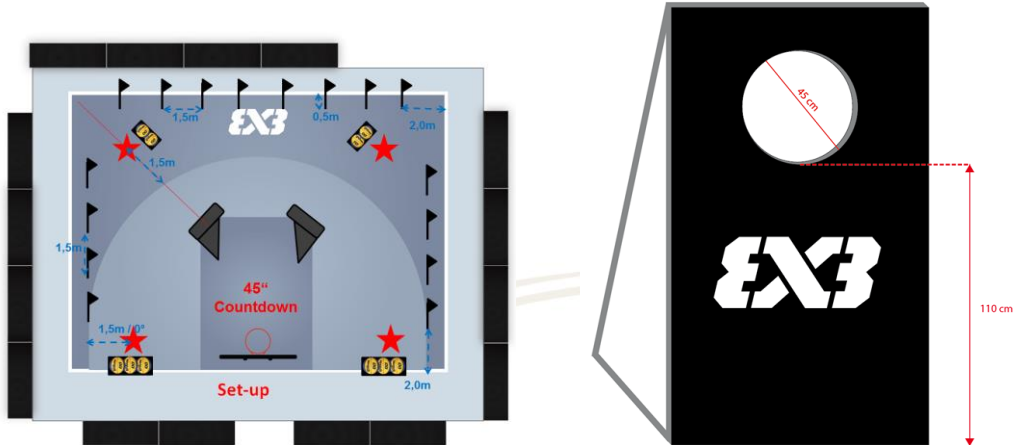
The player with the highest score (maximum score is 21 points) within the 60-second countdown is the winner.

In case of draw, the better time will work as a tie-breaker. In case of a tie of time and score, these athletes shall shoot again.



1.3. The skills contest format is as follows:

a) Set-up:



b) Qualification:

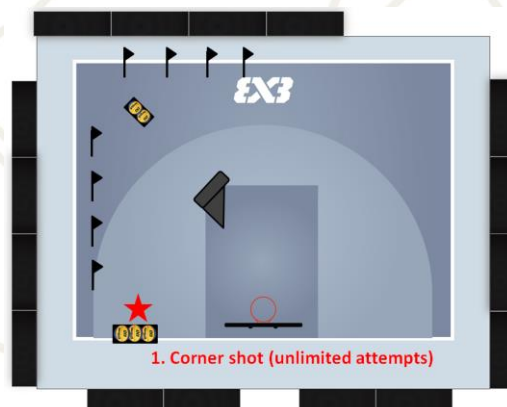
There will be 1 qualification round.

For each player the time required from the start signal of the referee to the moment the final score enters the rim shall be taken.

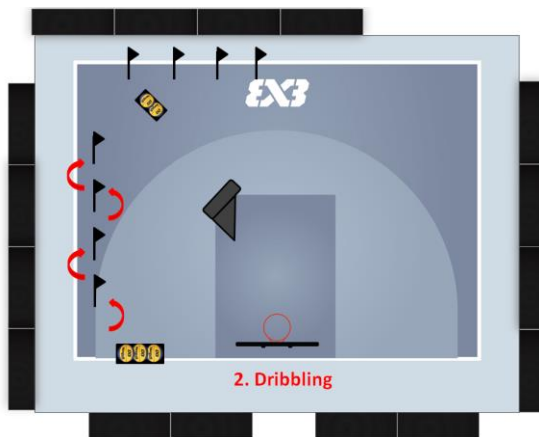
In the Qualification a time limit of 45 seconds is applied. Players exceeding the 45 seconds time limit are eliminated from the competition.

In the qualification, the players will be allowed to select the side of the court on which they want to compete.

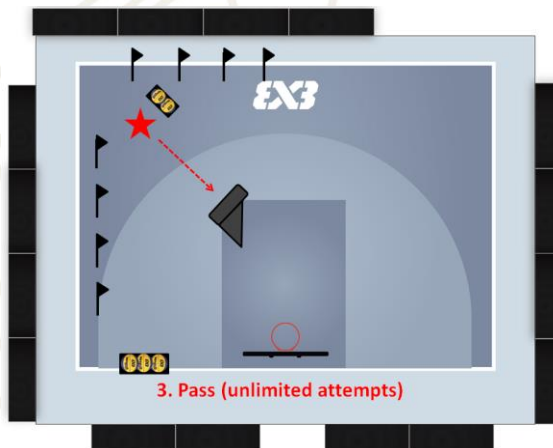
The players shall start with a shot from the baseline followed by a dribbling course through 4 cones along the side-line. The slalom course starts from the inside.



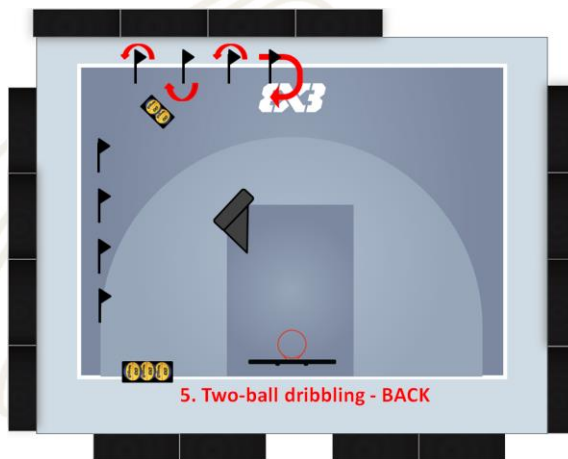
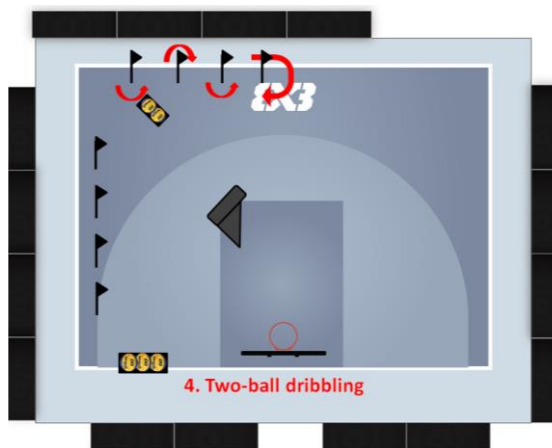




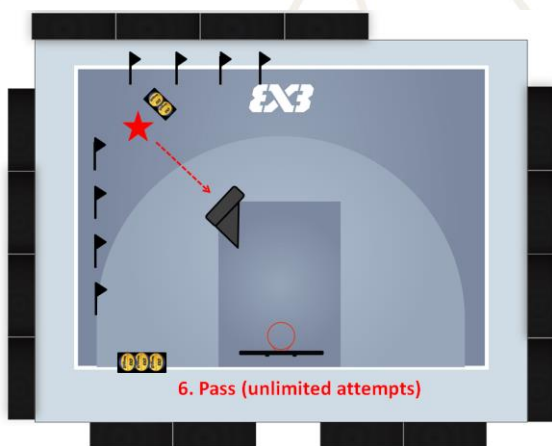
The player then must finish a pass in the passing target. The target is in the height of 1.1m (lower end) and has a diameter of 0.45m.



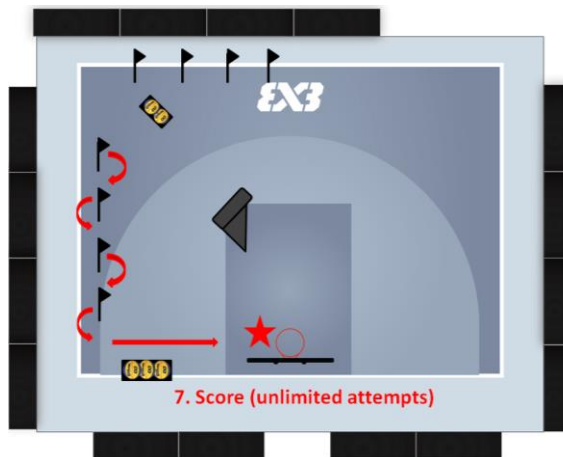
The player then must dribble with two balls through a dribbling course of 4 cones along the end-line opposite of the basket and on back. The slalom course starts on the inside.



The player then must finish a pass through the passing target.



After completing the pass the player must return through the dribbling course and finish the course with a score. The slalom course starts from the inside.



The four players with the best time qualify for the Final. In case of a draw, these players will compete again.

c) Semi-Finals and Final

In the Semi-Finals the player with the best time will compete against the player with the 4<sup>th</sup> best time and the player with the 2<sup>nd</sup> best time shall compete against the 3<sup>rd</sup> best player.

The match-ups shall be played in head-to-head simultaneously.

The player with the better time in the Qualification may choose on what side of the court she wants to compete. In case of a tie, a coin flip shall decide.

The player whose ball enters the basket first on the final score will win and advance to the Final.

Players interfering deliberately with the opponent, the opponent's lane or the opponent's ball may be disqualified.

The winners of the Semi-Finals will compete in the same way for the gold medal, while the losers of the Semi-Finals shall compete in the same way for the bronze medal. The player with the better time in the Qualification shall have the right to pick sides. In case of a tie, a coin flip shall decide.