

# BASKETBALL 3 ON 3 (STREETBALL)

**Date of competition: July 2 – 4, 2020**

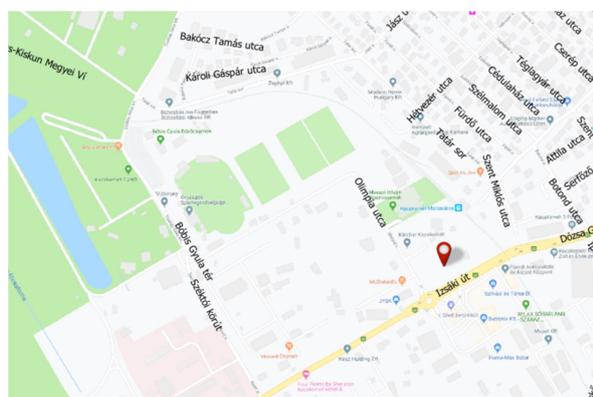
## 1. TECHNICAL COMMITTEE

The technical committee will be composed of

<b>József Ádám</b>	Technical Director	
<b>Jenő Sörös</b>	Assistant Technical Director	<b>+36-30-210-4886</b>
	Head Referee	
	Member of ICG TC	

## 2. VENUE

Mercedes-Benz Sport Academy Kecskemét, Izsáki út 1.



## 3. COURT

- The game will be played on a court (size 12X12) playing with one (1) basket.
- The court shall have a regular basketball playing court sized zone, including a free throw line (5.80m), a two point line (6.75m) and a no-charge semi-circle area underneath the one basket.

## 4. COMPETITION INFORMATION

### 4.1 Teams

- Number of teams that can participate: 22 Boy's and 22 Girl's teams.
- Each team shall consist of a maximum of four (4) players (3 players on the court and 1 substitute) and one (1) coach.
- Number of coaches: One (1) for Boy's team & One (1) for Girl's team.

### 4.2 Points

- Basket made from within the 2-point area (inside the 3-point line arc) = 1 point.
- Free throw = 1 point.
- Basket made from the 3-point shot area (beyond the 3-point line arc) = 2 points.

#### **4.3 Game Officials**

- The game officials shall be one (1) referee assisted by three (3) table officials, namely a scorer, a timer and a twelve (12) second operator.

#### **4.4 Basketball apparel**

- **Basketball Teams must have a minimum of two sets of shirts as well as basketball shoes, socks, shorts, t-shirt. All equipment used by players must be appropriate for the game.**
- Any equipment that is designed to increase a players' height or reach or in any other way give an unfair advantage is not permitted.

#### **4.5 Ball size**

- 7 for boys and 6 for girls or official FIBA 3 on 3 ball.

#### **4.6 Beginning of the Game**

- Both teams shall warm-up (3 minutes) simultaneously.
- Before the game, a player from team A will take a 3-point shot. If made team A shall begin.
- The game with a throw-in, if not, it will be team B. The team that did not start the game

#### **4.7 Playing time/Winner of a Game**

- The regular playing time shall be 12 min (10 min not include stopping time + 2 last min include stopping time).
- The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- However the first team which scores 21 or more points wins the game if it happens before the end of a regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- If the score is tied at the end of playing time, an extra period of time will be played. There shall be an Interval of one (1) minute before the overtime starts. The first team to score two (2) points in the overtime wins the game.

#### **4.8 Fouls by Player/Fouls by Team**

- A team is in a team foul situation when it has committed seven (7) fouls.
- A player who has committed four (4) fouls must leave the game.
- Fouls during the act of shooting inside the arc shall be awarded with one (1) free throw.
- Fouls during the act of shooting behind the arc shall be awarded with two (2) free throws.
- Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free-throw.

- Non-shooting fouls under penalty foul situation shall be awarded with one (1) free throw.
- In case of a technical foul, the penalty will be one (1) shot and possession.
- In case of an unsportsmanlike foul, the penalty will be two (2) shots and possession.

#### **4.9 Twelve second device**

- The team must attempt a shot for a field goal within 12 seconds.
- The 12 second clock will be reset only when there is a foul or foot violation.

#### **4.10 Stalling**

- Stalling or failing to play actively by attempting to score shall be a violation.
- A team must attempt a shot within twelve (12) seconds. The game starts only after basket was scored over the 3 point's line and not underneath the basket.
- If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

#### **4.11 How the Ball is played**

- Following each successful field goal or last free throw:  
A player from a non-scoring team will resume the game by passing the ball from the place directly from the court underneath the basket (not from behind the end line) to his teammate to any place on the court. However, if that place 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.
- 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 to 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.
- Once the ball is behind the three-point line at least one additional pass must be made to a teammate before an attempt to score is made.
- 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. Once the ball is behind the three-point line, at least one additional passes must be made to a teammate before the attempt to score is made.
- Should the first offensive player who has dribbled/received the ball at a place behind the three-point line attempt to score, it is a violation.
- All throw-ins following the fouls (without free throws), violations, out-of bounds, at the beginning of the first period and of the extra period shall be taken from the out-of-bounds place level with the top of the three-point line, closest to the infraction. The places shall be marked in out-of-bounds by 5 cmline. The referee shall hand the ball to the out-of-bound player. The thrower-in must pass the ball to his teammate to any place on the court. However, if that place is not behind the

three-point, the ball receiver must dribble/pass the ball to a place on the court behind the three-point line.

- Dunking of the ball is not permitted unless pressure-released rings are used.

#### **4.12 Substitutions**

- The substitution shall be permitted when the ball becomes dead and the game clock is stopped.

#### **4.13 Time-outs**

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

### **5. ESSENTIAL INFORMATION**

- All the teams must be at the court 45 minutes before the designated fixture.
- Teams (Coaches, Players) should arrive at basketball venue with the necessary accreditation. All delegation must to comply with any indication made by the venue staff, without creating any kind of problem to other teams. For any issue or protest, the Head of Delegation has to contact the competition manager immediately. If anything negative is observed, we request immediate report to the department responsible person.

### **6. DISCIPLINARY RULES**

- The ICG Code of Conduct must be adhered to at all times. Athletes and coaches will be excluded from the Games for indecent behaviour, offence made through words and/or actions, violent behaviour, and abusive language.
- All delegations have to comply with any instruction given by the venue staff.
- Coaches are responsible for the well-being and behaviour of their athletes at all times.

### **7. TRAINING SCHEDULE**

- Training times available at request at the basketball venues on 1 July, 2020.
- Forms Latest - international FIBA form is used; must be provided by organizers.

### **8. TECHNICAL MEETING**

- Technical meeting will be held on 1 July, 2020 at 10 a.m. at John von Neumann University

### **9. TIMETABLE**

Will be posted on the website