

Basketball 3x3

Date of competition: 5-7th August, 2025.

1. VENUE

Tallinn Freedom Square

2. TECHNICAL COMMITTEE

The Technical Committee will be comprised of:

- Technical Director
- Assistant Technical Director
- Head Referee
- Member of ICG TC

3. IDENTIFICATION

- All athletes must show their accreditation card to the referee before competing.
- Without the card, the athlete will not be allowed to compete. NO EXCEPTIONS.

4. COMPETITION RULES

4.1 Court

- The game will be played on a court (size 15X11) 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.

4.2 Teams

- Number of teams that can participate: 24 Boys teams and 24 Girls 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 Boys team & One (1) for Girls team.
- Coaches are not allowed inside the court area or able to coach or give instruction during play.



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 (or reversible tops) 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 gives an unfair advantage, is not permitted.

4.5 Ball Size

Official FIBA 3x3 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 does not include stopping time + 2 last min includes 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 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

 Any number of fouls may be called on a team. Irrespective of the penalty, each foul shall be charged, entered on the scoresheet and penalized according to FIBA 3x3 rules.



- A team is in a team foul penalty situation when it has committed seven (7) fouls.
- Personal fouls are not entered on the scoresheet unless unsportsmanlike or disqualifying.
- A contact foul shall be charged on the offender's team.
- If the foul is committed on a player not in the act of shooting: the game shall be resumed with a check-ball by the non-offending team.
- If the offending team is in the team foul penalty situation, then 2 free throws shall be awarded as of the 7th team foul.
- 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 team foul penalty situation shall be awarded with two
 (2) free throws.
- 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.

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 No-charge semi-circle area 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.



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, it is possible to attempt to score immediately.

4.12 Substitutions

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

4.13 Time-outs

• Each team shall be granted 1 time-out (All time-outs shall last 30 seconds).

4.14 Tied on points

- If teams that have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order. If teams are still tied after one step, the next step shall be applied:
 - 1) Most wins (or win ratio in case of unequal number of games in inter-pool competition.
 - 2) Head-to-head comparison (only taking win/loss into account and applied within a pool only)
 - 3) Most points scored on average (without considering winning scores of forfeits), albeit considering never more than 21 points in each single game, irrespectively if score is above 21.

5. DISPUTES

- Any disputes will be resolved in accordance with FIBA and the clauses included in the ICG Rules.
- Any official Protests will be referred to the Protest Committee according to the ICG Rules.

6. DISCIPLINARY RULES

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

7. PRESENTATION OF MEDALS

The following medals will be awarded immediately after the tournament:



GOLD – for teams ranking first in the competition SILVER – for teams ranking second in the competition BRONZE – for teams ranking third in the competition

- Athletes must wear their team uniform or tracksuit for the ceremony.
- No flags of any type, city or country, will be allowed to be on display at the Medal Ceremony.
- No medals will be awarded to coaches.
- Medal presentations will be made at the designated time as per the schedule.
- Coaches are requested to assist in ensuring athletes are readily available and correctly dressed for the medal presentation.

8. MEDICAL

A First Aid Service will be available on site. Full Medical Service will be available at one of the hospitals in Tallinn.

9. TECHNICAL MEETING

A technical meeting for all coaches will be held on 4th August 2025. Time and venue will be provided upon arrival.

10. SPECIAL NOTE

No changes can be made to this ICG Technical Handbook without the consent of the ICG.

