



## 3x3 Basketball

### 1. RULES AND REGULATIONS

- 1.1 The JCC Maccabi Games 3x3 Basketball competition shall be conducted under the following rules and regulations for all age/gender groups except as they may be modified by the Sports Advisory Committee (SAC).
- 1.2 The competition in basketball shall be conducted in accordance with the FIBA rules in force. In the event of a conflict between these rules and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.
- 1.3 The Organizing Committee of the Host Community shall establish a Basketball Committee, with an overall basketball commissioner, to oversee and run the competition, and to resolve any controversies that arise. The decisions of the Basketball Committee and/or the overall basketball commissioner with respect to protests, disputes, and appeals shall be final. Protests must be submitted in writing within thirty (30) minutes after the completion of a game, and shall relate solely to the interpretation of the rules.
- 1.4 Prior to the start of the Games all rules questions shall be resolved by the Basketball Committee, in consultation with the SAC, in accordance with the FIBA rules in force during the previous basketball season (See Rule 1.2).
  - 1.4.1 A member of the host community must be available at each venue at which basketball is played to help manage the basketball tournaments in accordance with JCC Maccabi Games guidelines, control issues as they arise, and if applicable, to receive protests.
- 1.5 Rachmanus Rule--Rachmanus plays a key role in athletics and the JCC Maccabi Games. Compassion and good sportsmanship shall be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off of the playing field. For more information, please refer to the "Rachmanus Rule."

### 2. VENUE AND EQUIPMENT REQUIREMENTS

- 2.1 The Organizing Committee of the Host Community, acting through its Basketball Committee, shall ensure that the following venue and equipment requirements are met:
  - 2.1.1 The court should be a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep (15 meters x 11 meters), with regular basketball court markings, including a 19-foot (5.8 meters) free throw line, a 22-

foot (6.75 meters) 2-point line, and a “no-charge semi-circle” area underneath the one basket. Half of a traditional basketball court may be used.

2.1.2 The ball used in a 3x3 basketball game is different from a regular one. A size 6 ball should be used.

2.2 Up to two but at least one uniformed referees shall be assigned to each game. These officials shall hold a valid basketball official’s certification or license recognized by the NFHS, a state high school activities association, a college athletic association, FIBA, or an international equivalent, and must be at least eighteen (18) years old.

2.3 Basketball Scheduling-- Regular playing time is 15 minutes. Score limit is 21 points and applies to regular playing time only.

### **3. PARTICIPANTS**

3.1 A team shall consist of a minimum of four (4) and a maximum of five (5) players. Three players are on the court and there can be one or two substitutes.

### **4. COMPETITION FORMAT**

4.1 Teams should report one fifteen minutes before the scheduled game start time.

4.1.1 A team shall be allowed a five (5) minute grace period after the scheduled start time before the game is a forfeit unless due to a Games transportation issue. The game shall not be delayed if and when at least the coach and five (5) players on a team are present.

4.2 In addition to Rule 4.1.1 above, a team shall forfeit a game under the following circumstances:

4.2.1 If the coach is ejected from the game, and no other member of the coaching staff remains and no credentialed adult from the delegation, excluding spectators, is available to assume the coaching duties.

4.2.2 If a team refuses to play a game or leaves the court before the end of a game without a valid reason, as determined by the Basketball Committee, in such an event, the team shall be disqualified from the tournament, and all previous and subsequent games shall be forfeited.

4.2.3 The score of a game that is a forfeit shall be 21-0.

4.2.4 Coaches of both teams must sign the game results’ card and return it to the referee, who shall turn the card into the basketball site coordinator or member of the Basketball Committee.

4.3 A regulation game shall consist of one (1) fifteen (15) minute period running time. The clock will not stop on referee whistles throughout the game until the final two (2) mins when it will switch to stop time. There shall be a ten (10) -minute warm-up period before the start of the games, with no game starting before its scheduled time.

- 4.3.1 A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 4.3.2 Each team shall have one (1) "full" one-minute timeouts that can be used in dead ball situations
- 4.3.3 In the event that a game is tied at the end of regulation, an overtime period will be played until a winner is declared. There shall be a break of 1 minute before the overtime starts.
- 4.3.4 Overtime is decided by the first team to score two (2) points wins the game.
- 4.3.5 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).
- 4.3.6 Each team will receive one additional 30 second time out per overtime period in addition to any time outs remaining at the conclusion of regulation time.
- 4.3.7 If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players' hands. If there is not a shot clock available, the referee should give a warning and count down when there are five seconds left.

#### 4.4 Fouls

- .4.1 All personal and team fouls will continue from the end of regulation.
- 4.4.2 A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls subject to art. 15.
- 4.4.3 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.
- 4.4.4 Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- 4.4.5 Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

- 4.4.6 Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.
- 4.5 Game play: Following each successful field goal or last free throw, 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.
- 4.5.1 The defensive team is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- 4.5.2 Following each unsuccessful field goal or last free throw (ex article 7.5):
- 4.5.3 If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- 4.5.4 If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
- 4.5.4 Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- 4.5.5 A player is considered to be “behind the arc” when neither of his feet are inside nor stepping on the arc.
- 4.5.6 In the event of a jump ball situation, the defensive team shall be awarded the ball.
- 4.6 Only the head coach shall be allowed to stand during play and must limit walking to the length of the team's bench. The first violation of this rule shall result in a warning by the referee, and the second shall result in a technical foul.
- 4.7 A player who received two technical fouls in one game will not be permitted to participate in the team’s next game.
- 4.8 If there are ties in the standings after Round Robin play, the following procedures shall determine team rankings.

If 2 teams are tied:

1. Head to head competition (if applicable)
2. Record against common opponents in Round Robin play (if applicable)
3. Overall opponents’ won-loss record in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin (if applicable). Maximum points differential of twenty (20) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.

If 3 or more teams are tied:

1. Head to head competition (used only if all 3 teams have played one another and one team is undefeated vs other opponents)
2. Record against common opponents in Round Robin play (if applicable)
3. Overall opponents' won-loss record in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin play (if applicable).  
Maximum points differential of twenty (20) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.  
Continue process until all names have been drawn.

Notes:

- A. If 3 or more teams are tied, using the procedures listed above; the highest seed of the 3 (or more) shall be determined. If there are still 3 or more teams tied follow the same instructions above, pulling out one team at a time then restarting the entire process until there are two teams than only one left.
- B. A member of the Basketball Committee and/or the overall basketball commissioner or designee will draw names. Delegation heads will be notified of the results.

## **5. TOURNAMENT FORMAT**

- 5.1 The format for all team and individual sport competitions shall be created by the Sports Advisory Committee (SAC). Final sports competition formats will be determined after consultation between the applicable SAC Chair and the Host Community.
- 5.2 Slotting of teams for the preliminary rounds shall be done by a blind draw conducted by a member of the SAC.
- 5.3 Every effort will be taken to create a tournament that allows each team to participate in a minimum of seven (7) games. Six (6) will be in the Round Robbin and one (1) will be in the play offs.

## **6. DRESS AND EQUIPMENT**

- 6.1 Clean and customarily acceptable basketball attire shall be worn by all players. If there is any doubt as to the acceptability of the attire, the decision of the Basketball Committee shall be final.
  - 6.1.1 Each player must have two (2) jerseys, one (1) light and one (1) colored or a reversible jersey, with one side light and the other colored.
  - 6.1.2 The jerseys must have numbers on the front and the back, and players must wear the same number throughout the tournament. (Exception: Damage to original jersey, i.e. theft, torn jersey, blood on jersey.)
  - 6.1.3 All Delegations will be allowed to follow FIBA guidelines.

- 6.1.4 Acceptable uniform numbers are as follows: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55.
- 6.1.4.1 NFHS sanctions shall apply to a team who uses unacceptable numbers (a one-time bench technical foul resulting in two (2) foul shot will be applied).
- 6.1.5 Home team shall wear light colored jersey.
- 6.1.6 If a player wishes to wear a T-shirt underneath the jersey, the T-shirt must match the predominate color of the jersey. The referee has the right to require a player to remove the T-shirt.
- 6.1.7 A player shall be allowed to wear a head covering provided that it is attached in such a way that it is highly unlikely to come off during play.
- 6.1.8 No jewelry shall be worn.
- 6.2 Teams are required to bring their own practice balls and equipment.
- 6.3 A player taking part in the medal ceremony must wear shoes and his/her competition uniform.

## **7. MEDALS**

- 7.1 The following medals shall be awarded in all divisions:

First Place	JCC Maccabi Gold Medal
Second Place	JCC Maccabi Silver Medal
Third Place	JCC Maccabi Bronze Medal