

Basketball 3x3 Tournament Rules

FORMAT:

The tournament format will follow a Championship format with 8 teams in one group.

At the end of the championship, the top four teams will advance to a Final Four playoff, where 1st will face 4th and 2nd will face 3rd. The losers will compete 5th against 6th for those positions and 7th against 8th for those positions.

The winners in the Final Four playoff will advance to the final, while the losers will compete in a third-place match.

GENERAL PRINCIPLES:

- 3x3 basketball is an alternative form of the game, based on traditional 5-on-5 basketball, but with some rule differences.
- 3x3 basketball generally follows the basic rules as defined in the official FIBA 3x3 Basketball Rules (full version).
- **Basketball Rules**: For educational purposes and diversity of practice, certain rules, adapted specifically to the EUNICE ALLIANCE GAMES, have been added:
 - Each match will be played to a maximum of 21 points OR 10 minutes with no extra time during the championship phase. Overtime will be used only during the playoff phase. The first team to score 3 points in the overtime wins the game.

TEAM'S LINE-UP:

- Each team is made up of 3 players on the field and a maximum of 2 substitutes.
- A maximum of 2 people of the same gender can be on the field regardless of the match situation. In the event of disrespect of this rule or the presence of less than 3 players in the field, the team scores 0 points in the respective game.
- If, before the start of the Alliance Games, a basketball team has no substitute players due to withdrawals, one volleyball player of the same gender from the same University who is registered for the tournament is allowed to join the basketball team.

SPECIFIC RULES:

- A size 6 Ball will be used.

SCORING SYSTEM:

- After the match:
 - Victory = 3 points
 - Draw = 1 point
 - Defeat = 0 points

In the event of a tie-on points, teams will be decided according to the following criteria and order:

- **Head-to-head result:** The team with the better win-loss record in the direct confrontations will be ranked higher.
- **Point difference between the teams that are tied.** Calculated as points scored minus points conceded in games involving only the tied teams.
- **Total point difference.** Calculated as total points scored minus total points conceded across all matches.
- **Total points scored.** The total number of points scored across all matches.
- **Coin toss.** If all the above criteria fail to break the tie, a coin toss will determine the ranking.

TIME OUT:

Each team has one 1-minute timeout per game.

FAULTS:

Fouls and unsportsmanlike behaviour must be sanctioned as follows:

- There are 3 team fouls. Each new foul will result in a free throw. Each foul made before the team reaches a total of 3 fouls results in the ball being returned to the attackers behind the arc, with the game restarting via a check ball.
- Any unsportsmanlike foul shall be penalized with 2 free throws and ball possession.
- All unsportsmanlike fouls are counted as 2 fouls for team foul purposes.
- A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls.

ADDITIONAL INFORMATION:

The main referee of the tournament will set the technical aspects of umpiring with captains and coaches 30 minutes before the tournament.