



# School Games Basketball 3x3 2024

## Entry Information & Rules

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### Event Overview

**Date:** Monday 10<sup>th</sup> June 2024.

**Venue:** SCORE Centre, 100 Oliver Road, London, E10 5JY.

**Contact:** [dhruvi@londonyouthgames.org](mailto:dhruvi@londonyouthgames.org).

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### Entry Information

**Squad Entry Deadline:** 5pm, Wednesday 22<sup>nd</sup> May 2024.

**Squad on the Day:** Minimum – 3 & Maximum – 6.

**Competitions:** Mixed Competition.

**Eligibility Criteria:** Teams must have a minimum of 1 boy and 1 girl.

**Competition Tier:** Higher

**Competition Intent:** Highly competitive environment where winning is the measure of success and level of challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school, have a higher skill ability and understand tactics and strategies in competitive game play situations.

### Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11-year-olds	01/09/2012	31/08/2014	Year 5-6

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### Full Rules & Regulations

**SBB 1** The School Games Basketball 3v3 competition will run in accordance with [FIBA Official Basketball regulations](#).

**SBB 1.1** Should any rules listed below contradict those outlined by FIBA Official Basketball, these rules will supersede those.



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**SBB 1.2** It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

**SBB 1.3** The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

### SBB 2 Age Category

**SBB 2.1** The following age groups and respective minimum and maximum date of births will apply to the School Games Basketball 3v3 Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11-year-olds	01/09/2012	31/08/2014	Year 5 - 6

**SBB 2.2** Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

**SBB 2.3** It is the responsibility of schools/teachers/School Games Organisers to ensure the participants attending meet the eligibility criteria as outlined.

**SBB 2.3.1** In the instance a competitor is found to be ineligible, they will be disqualified from the competition entirely.

### SBB 3 Eligibility Criteria

**Competition Tier:** Higher

**Competition Intent:** Highly competitive environment where winning is the measure of success and level of challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school, have a higher skill ability and understand tactics and strategies in competitive game play situations.

**SBB 4 Squad Size** Schools are permitted to enter a minimum of 3 competitors and a maximum of 6 competitors.

### SBB 5 Kit & Equipment

**SBB 5.1** Each team must arrive to the competition with two sets of contrasting numbered bibs/shirts.

**SBB 5.2** Each team must bring their own ball for warm up.

**SBB 5.3** Match ball is size 5.

**SBB 5.4** Height of the basket will be approximately 8'0".

**SBB 6 Competition Format** Dependant on entry numbers - the format will start as round robin groups drawn randomly (no seeding). If team numbers allow, this will then progress into a knockout for places. Format to be confirmed before the day of the competition.



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### SBB 7 Competition Rules

**SBB 7.1** The games will be played on a 3x3 playing court (half court) with 1 basket. The court shall have a regular basketball playing court sized zone.

**SBB 7.2** A coin toss will determine which team gets first possession.

#### SBB 7.3 Scoring and game time

**SBB 7.3.1** Every shot from inside the arc shall be awarded 1 point.

**SBB 7.3.2** Every shot from behind the arc shall be awarded 2 points.

**SBB 7.3.3** Every successful free throw shall be awarded 1 point.

**SBB 7.3.4** Regular playing time will be 1 period of 10 minutes running clock. The game clock shall be stopped during dead ball situations and free throws. The game clock shall be restarted when:

**SBB 7.3.4.1** Where the check-ball has been completed, and the ball is at the disposal of the offensive player.

**SBB 7.3.4.2** After a successful free throw, and the next offensive team is in possession of the ball.

**SBB 7.3.4.3** After an unsuccessful free throw and the ball continues to be live, the ball touches or is touched by any other player on the playing court.

**SBB 7.3.5** The first team to reach 15 points with at least a two-point margin (e.g. 15-13 or 19-17) wins the game. However, the maximum time for any game shall be 10 minutes running clock and the leading team at the time will be the winner.

**SBB 7.3.6** A team shall lose the game by forfeit if at the scheduled starting time of the game the team is not present on the playing court with 3 players. In the case of a forfeit, the game score is marked with w-0 or 0-w ('w' = win).

**SBB 7.3.7** A team shall lose the game by default if it leaves the court before the end of the game or all players of the team are injured and/or disqualified. In the case of a default situation, the winning team may choose to keep its score as it stands or to have the game forfeited.

#### SBB 7.4 Fouls and free throws

**SBB 7.4.1** A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls.

**SBB 7.4.1.1** 1 free throw will be awarded on committal of the 6<sup>th</sup> foul, regardless of if the offensive player was in the act of shooting.

**SBB 7.4.2** If the foul is committed in the act of shooting, that player will be awarded free throws as follows:

**SBB 7.4.2.1** If the shot released from the field goal area is successful, the goal shall count and, in addition, 1 free throw awarded.

**SBB 7.4.2.2** If the shot released is from inside the arc and is unsuccessful, 1 free throw will be awarded.

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**SBB 7.4.2.3** If the shot released from behind the arc is unsuccessful, 2 free throws will be awarded.

**SBB 7.4.3** Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalised with 2 free throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be penalised with 2 free throws and ball possession.

**SBB 7.4.3.1** Unsportsmanlike fouls will be determined at the discretion of the officials.

**SBB 7.4.4** Team fouls 7, 8 & 9 shall always be penalised with 2 free throws. Team foul 10 and any subsequent team fouls shall be penalised with 2 free throws and ball possession.

**SBB 7.4.6** All technical fouls shall always be penalised with 1 free throw. After the free throw, the check-ball shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.

**SBB 7.4.7** A player shall be disqualified for the remainder of the game when they are charged with 2 unsportsmanlike fouls. A player disqualified from the game may be further disqualified from the event by the Competition Director.

**SBB 7.4.8** There is no line up for any free throws.

### **SBB 7.5 Substitutions and time outs**

**SBB 7.5.1** Both teams are entitled to request a substitution when the ball becomes dead prior to a check-ball or free throw. The substitute can enter the game without any prior notice to the officials or table officials while the ball is dead, and the game clock is stopped. The substitutions can only take place behind the end line and require no action from the officials or table officials.

**SBB 7.5.1** Teams are entitled to make an unlimited number of substitutions and utilise all six competitors in any one match.

**SBB 7.5.2** Each team shall be granted 1 time-out per match. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.

**SBB 7.5.3** All time-outs shall last 30 seconds.

**SBB 8 Overall Scoring** Points will be awarded for each game to give a school's round robin standing.

**SBB 8.1** The following points will be awarded:

- 3 points for a win
- 1 point for a loss
- 0 points for the team which forfeits

**SBB 9 Medals & Trophies** Medals and salver will be awarded as follows:

**SBB 9.1** Medals awarded to 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places teams with salver presented to the winner of the competition.