

UniSport Australia Guideline

3x3 Basketball

Men and Women

UniSport Australia (UniSport) 3x3 basketball competitions are conducted in accordance with the rules of the [Federation International Basketball Association \(FIBA\)](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 4
- Maximum registered players – 4
- Maximum cross registrations – 0
- Minimum number of players that can take the court without incurring a forfeit – 3

2. Competition format

- 2.1. Participants in all UniSport 3x3 basketball competitions will be required to register with FIBA (<https://play.fiba3x3.com>) in addition to the UniSport registration process. This is a FISU regulation which enables the UniSport 3x3 competition to be registered with FIBA and for participants to have their results count towards FIBA planet rankings and world university league rankings (should a team qualify).
- 2.2. Participants will also be required to register for a 3x3Hustle Rookie Pass in addition to the UniSport and FIBA registration process. Players participating in the 2024 Big Uni Hustle will be provided with a code by 3x3Hustle to receive this pass free of charge (normally \$20.00 per year).

3. Game time/duration

- 3.1. All games will be 10 minutes in duration or first to 21 points (whichever comes first).
- 3.2. All games will be fully timed (clock stops on all whistles).
- 3.3. When available, a 12 second shot clock will be used.
- 3.4. As per 3x3 rules each team will be granted one 30-second time-out per game.

4. Drawn matches

- 4.1. If the score is tied at the end of regular playing time, an overtime shall be played. The first team to score two points in the overtime wins the game. There shall be an interval of one minute between the regular playing time and overtime.

5. Standings

- 5.1. Teams will be automatically allocated to the standings (ladder) by FIBA Event Maker when the game results are entered.
- 5.2. For both in pools and in overall competition standings (other than standings in tours), the following classification rules shall apply:
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. Each step shall be calculated only once. If teams are still tied after one step, the next step shall be applied to break the tie between those teams still tied:
 - a) Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
 - b) Head-to-head comparison (only taking win/loss into account and applies within a pool only);
 - c) Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those three steps, the team(s) with the highest seeding win(s) the tie-breaker. The UniSport guideline - *Allocation of entrants into pools* is used to determine competitions seedings.

6. Forfeits, delays and abandonments

- 6.1. 3x3 basketball is run under the UniSport guideline - *Breach of competition requirements*.
- 6.2. A forfeit will be declared five minutes after the scheduled start of play where either team is unable to commence play.
- 6.3. The forfeit score is 21 points to nil (0).
- 6.4. If a team is late but takes the court prior to the five minute forfeit time, the game shall start without the clock being reset and the team running late penalised a point for each minute (or part thereof) that has expired.
- 6.5. Should the commencement of a game be delayed due to no fault of either team (as determined competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 6.6. In the event of a game being abandoned, the UniSport guideline - *Abandonment of sporting competitions* will be applied.

7. Uniform requirements

- 7.1. The specific uniform requirements for 3x3 basketball are as per the FIBA Official 3x3 Basketball (Rules 4.3 and 4.4) with the following UniSport uniform requirements:
 - In 2024, teams may wear the official basketball playing kit of their university **or** the Official NBL 3x3 Big Hustle Playing Kit – jersey (reversible black & green) and shorts (black).
 - Shirts must be tucked in when playing.
 - If undergarments are to be worn under the shorts they must be the same dominant colour as the shorts.
 - If undergarments are to be worn under the shirt (t-shirts or compression garments) they must be the same dominant colour as the shirt or black (if wearing the official 3x3Hustle playing kit).
- 7.2. Note that Rules 4.3.2 and 4.3.3 will not apply however it is encouraged that an alternate (light/dark) playing shirt is supplied (for teams competing in their university playing kit).
- 7.3. Numbers on shirts (as outlined in Rule 4.3.2) are mandatory. Teams may use numbers 0, 00, and 1 to 99.

8. Team duties

- 8.1. If required, team duty requirements for 3x3 basketball are:
 - One person from each team will be required for the duties of scoring and timekeeping for the match immediately following theirs.
 - One person from each team from the second scheduled match of the day will also be required to duty the first match of the day as well as the match following their own.
- 8.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.
- 8.3. Teams that do not fulfil team duties will be fined as per the UniSport guideline - *Breach of competition requirements*.

Previous amendments

October 2012 | April 2013 | March 2015 | April 2017 | October 2017 | March 2018 | July 2018 | February 2020 | February 2021 | February 2022 | February 2023 | February 2024

*All competitions will be held in accordance with the UniSport competition guidelines.