

## Basketball Australia

### 3X3 Technical Information FAQ Sheet

#### 3X3 Rules

[Full version of 3X3 Rules](#)

[Summary of 3X3 Rules](#)

[Video Summary](#)

#### Aspects to be aware of

- The regular playing is one period of 10 minutes playing time. The clock stops 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 that scores **21 points or more** wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime)
- Importance of the 3-point shot – inside the arc FG = 1 point, Free throw = 1 point, 3 point FG = 2 points
- Free throws – after 6-team fouls, 2 free throws
- After 10 team fouls – 2 free throws plus possession (“double bonus”)
- If overtime, the first team to score **2 points wins** – in essence, a 3 pointer can win the game

#### Strategic considerations

##### Offence

*Early offence (on offensive rebound or quick change of possession)*

- 3-point shot
- Kick out and post off the defensive rebound
- Post catch
- “Dribble at” (back cut) or dribble hand-off

*Set plays/on the ball check*

- Important to have organisation around the “ball check”
- Give & go cut
- High pick & roll
- Screen the screener off the middle pick & roll – ball screen into flare screen for 3 or penetration
- Isolation of advantage – wing entry, space opposite
- Post advantage/mis-match

*Other aspects to consider*

- Attack off the defensive rebound – open 3's
- On the defensive rebound, kick out and post the rebounder
- Concepts on post cutting – space and play, screener/cutter rules on post catch
- Look to slip or dive down screens – screener as a cutter
- Importance of getting to free throw line – free throw worth same as shot inside the arc
- Overtime or late game ball check play – what do you go to – screen the screener, post best match-up, isolation game

## **Defence**

### *Guarding the ball*

- Out top – push to the weak-hand
- On the wing – push to congestion – post-side, force at post, open-side, force to middle

### *Defending the post*

- Be physical early, play from behind (no help for fronting)
- “Wall-up” on the shot – foul discipline, free throws so valuable

### *Defending the ball screen/dribble hand-off*

- Switch likes on the pick and roll
- Squeeze and go under
- On the DHO – gap and get through

### *Other defensive aspects*

- Must box out
- Foul discipline
- Communication crucial – constant action, short shot clock means teams are always in attack mode