



DIAMOND VALLEY BASKETBALL
2023/2024 3x3 TOURNAMENT RULES OF OPERATION

Three separate 3x3 tournaments across 6 months giving teams a chance to qualify for the Basketball Victoria 3X CUP in September 2024.

The winner from each Tournament's age group and gender A Grade Division, will qualify for the Basketball Victoria 3X CUP held in September 2024.

A wild card will also be selected from each age group's A grade Division who will also qualify for the Basketball Victoria 3X CUP held in September 2024.

The Wild card will be the team that accumulates the most FIBA ranking points over the three tournaments.

KEY DATES

September 3x3 Tournament 2023

Tournament Dates: Thursday 21st September and Friday 22nd September

Registrations Open: 15th August

Registrations Close: 14th September

January 3x3 Tournament 2024

Tournament Dates: Thursday 18th January and Friday 19th January

Registrations Open: 8th December

Registrations Close: 11th January

April 3x3 Tournament 2024

Tournament Dates: Thursday 11th April and Friday 12th April

Registrations Open: 21st March

Registrations Close: 4th April



LOCATION

All tournaments are played at Diamond Valley Sports and Fitness Centre

FEES

\$100 per Team – To be paid on registration.

All players must have a current Fiba 3x3 account

AGE GROUP RESTRICTIONS

Players must be Under the age of the reflective age group. For example, ALL players playing in U11s must be 11 years or younger.

There are NO exemptions for players to play down an age group.

Players may play up only one age group

Note all age groups are relevant to 2024 season, as to qualify for 3X CUP in 2024

Age Groups for Boys and Girls in each:

U11 – BORN 2014, 2015

U13 – BORN 2012, 2013

U15-- BORN 2010, 2011

U17—BORN 2008, 2009

U19—BORN 2006, 2007

FIBA RANKING POINTS AND 3X CUP QUALIFICATION

Each team receives a certain number of points for their participation in each tournament.

The winner of A Grade division in each age group and gender, gain automatic qualification to the 3X CUP in September 2024. Winners from previous tournaments may enter other tournaments but if they win again, the second place team gains the qualification to the 3X CUP.



If both teams in the Grand Final have won previous tournaments, then the next team who made the Semi Finals in that tournament with the highest FIBA ranking points qualify for the 3X CUP.

The team that receives the most cumulative points in the A Grade division in their age group, over all three tournaments, gains wild card entry into the 3X CUP.

Wild Card winners are the team who holds most cumulative points from all three tournaments but have not won a tournament. Tournament winners gain automatic qualification to the 3X CUP.

3X CUP QUALIFICATION SUMMARY

U11 Boys – 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U11 Girls – 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U13 Boys – 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U13 Girls – 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U15 Boys-- 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U15 Girls-- 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U17 Boys— 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U17 Girls— 4 teams: Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).



U19 Boys— **4 teams:** Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

U19 Girls— **4 teams:** Winner of A Grade September 3x3, winner of A Grade January 3x3, Winner of April 3x3, Wild Card winner (Team with most cumulative ranking points in A Grade from all 3 tournaments).

3X CUP will be played in September 2024 school holidays, dates TBA

DIVISION INFORMATION

Each age group and gender will be placed in to either A, B or C grade by request, or by DVBA.

The DVBA reserve the right to move a team to another division based on the playing level of the players registered in the team. A Grade being the higher skill level.

If the DVBA cannot register enough teams to run both divisions we will merge both competitions. If teams do not want to play in that division we will offer full refunds.

DVBA 3x3 Tournament Rules are based on [FIBA Rules](#)

COURT AND BALL

3 x 3 will be played within a half-court.

The three-point line is the possession line.

All age groups and genders will use special 3x3 basketballs.

TEAM ROSTER

Teams must NOT change between tournaments, as cumulative points may count toward qualification.

Teams may only register new players in a tournament due to injury, whereby a medical certificate must be shown to DVBA prior to registration.

New players must not come from teams that have played in previous 23/24 DVBA 3x3 tournaments.

Minimum of 4 and Maximum of 5 players per team registered on Fiba 3x3 website.



All teams can have 5 players registered but can play with minimum of 4 in any singular tournament.

TEAM UNIFORMS

Any colour, number not necessary and all same colour.

Teams **must** bring a light and dark Uniform top option.

Dark light reversible tops preferred

If teams do not bring a light and dark option, there will be a penalty of a 10 point start to the opposing team.

It is the 'Away' team responsibility to produce alternate if there is a clash. **NO EXCEPTIONS**

SCORING

Each Team **MUST** Provide a scorer

Scorer cannot be the player on bench.

No Time Outs

Initial Possession decided by one round of Rock, Paper Scissors.

If team does not provide a scorer, there will be a penalty of a 10 point start to the opposing team.

Shot Clock

There will be no formal shot clock, but referees will verbalise if a shot needs to be taken with a general 12-14 second time frame.

GAME DURATION

10 Minute games or first team to 21 Points.

15 Minute time slots

Clock does not stop

Tie Game- If the score is tied at the end of playing time, overtime will be played.



There shall be an interval of 30 seconds before the overtime starts.

OVERTIME

If the score is tied at the end of regular playing time, an overtime shall be played. The first team to score 2 points in the overtime wins the game.

SUBSTITUTIONS

On any whistle or restart/check ball at the arc.

FOULS / FREE THROWS

A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls unless 2 technical fouls have been awarded to that individual player in which case that player will be withdrawn from the game.

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.

Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

TECHNICAL FOULS

All technical fouls will be always awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 2 free throws and ball possession. The game shall continue with an exchange of the ball behind the arc at the top of the court after a technical or unsportsmanlike foul.

Note: no free throws are awarded after offensive foul.

HOW THE BALL IS PLAYED

Following each successful field goal or last free throw (except those followed by ball possession):

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.

The defensive team is not allowed to play for the ball inside the 'no charge semi-circle' area underneath the basket.



Following each unsuccessful field goal or last free throw (except those followed by ball possession).

If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. – If the defensive team rebounds the ball, it must return the ball behind the 3pt line (by passing or dribbling).

Possession of the ball given to either team following any dead ball situation shall start with a check ball, i.e., an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

A player is considered to be “behind the arc” when neither of their feet are inside nor step on the arc.

In the event of a jump ball situation, the defensive team shall be rewarded the ball.

TOURNAMENT STRUCTURE

Click below for the structures of each Division

STANDINGS OF TEAMS

Both in pools and in overall competition standings, the following classification rules apply. If teams that have reached the same stage of the competition are tied after the first step, refer to the next one – and so on.

Most wins.

Head-to-head confrontation (only taking win/loss into account and applies within a pool only).

AND/OR

Most points scored (without considering winning scores of forfeits)

UNIFORMS

All teams are required to wear matching playing tops. We encourage teams to wear reversible singlets so that you can easily swap if there is a clash.

Playing shirts do not need numbers and are a team decision.

Any colour, number not necessary and all same colour.

Teams must bring a light and dark Uniform top option.



Dark light reversible tops preferred

If teams do not bring a light and dark option, there will be a penalty of a 10 point start to the opposing team each game.

'Away' team responsibility to produce alternate if there is a clash. NO EXCEPTIONS

HOW TO REGISTER

Find a team of 5

All teams can have 5 players registered but can play with minimum of 4 in any singular tournament.

Minimum of 4 and Maximum of 5 players per team registered on Fiba 3x3 website.

Confirm that ALL players are the CORRECT age at the time of the tournament

Collect all players email addresses so you can send out the player registration link.

Team Registrations can then be made here by the Team Coordinator:

\$100 will need to be paid at the time of registration

Team Coordinators will receive a PLAYER REGISTRATION link.

Please send each player this link to register.