

GENERAL RULES OF ALL HONG KONG 3 x 3 BASKETBALL MARATHON

1. Unless otherwise stated, the rules of the International Basketball Federation (FIBA) and Official FIBA 3x3 Basketball Rules shall be applied.

2. Classification of Teams

2.1 The classification of teams shall be made on points according to their win-loss records, namely 2 points for each match won, 1 point for each match loss, and -2 points for a match loss by walk-over. In case of walk-over, the score shall be recorded as 10:0.

(i) If there are two teams equal in this classification, the result of the match between the two teams involved will be used to determine the placings.

(ii) If more than two teams are equal in the placings, a second classification will be established, taking into account only the results of the matches between the teams that are tied.

In the event that there are still teams tied after the second classification, then goal difference (total points scored minus total points loss), taking into account only results of the matches between the teams still tied, will be used to determine the placings.

If still tied, then the team with the most points scored in average (without considering winning scores of forfeits) shall be awarded the higher position.

If there are still teams tied, the placings will be determined using goal difference from the results of all their games played in the group. If still undecided, placing will be decided by lots drawing.

2.2 If at any stage, using the criteria in (ii), a multiple teams tie is reduced to a tie involving only two teams, the procedure in (i) will automatically be applied. If it is reduced to a tie still involving more than two teams, the procedure beginning with the first paragraph of (ii) is repeated.

3. Balls

3x3 ball shall be used in all categories.

4. Uniform and Colours

4.1 Each team shall wear shirts of the same style and dominant colour front and back.

4.2 Each player shall wear sports shorts with no limitation on colour.

4.3 Each player shall be numbered on the front and back of his shirt with plain numbers of a solid colour contrasting with the colour of the shirt.

4.4 The number on the player's front shall be 10cm high, and on his back 20cm high.

4.5 The numbers shall be from 0,00, 1 to 99 (1-9 shall be a single number) and there cannot be duplicate number on the same team.

4.6 Team Colour

4.6.1 Jersey has to primarily feature a single dominant colour.

4.6.2 The first team named in the fixture (home team) shall wear light-coloured shirts.

4.6.3 The second team named in the fixture (away team) shall wear dark-coloured shirts.

4.6.4 No team is allowed to wear grey colour.

- 4.6.5 Light-colour means white or yellow colour.
- 4.6.6 Teams should follow the decision of referee for issue of clash or similar of colour and the match should go on under the decision of referee.
- 4.7 All players in a team are required to wear same colour same style short sleeves sportswear under the uniform tops or bibs if any individual would like do so.
- 4.8 All players in a team must use same colour protective equipment or tape on upper body.
- 4.9 If cold weather warning has been issued by the HK Observatory, individuals may wear same colour undergarments or long trousers underneath competition uniform.
- 4.10 In the case of controversy on uniform and colours, the referee's decision is final.

5. System of Play

- 5.1 Each team can enter a maximum of 5 players each game, including 3 starters and 2 substitute. Game must start with 3 players on court.
- 5.2 Ranking top 16 positions of Boys Senior grade & Junior grade and top 8 positions of Girls Senior grade & Junior grade from 2022-2023 competition will be seeded for Senior grade and Junior grade respectively.
- A single round-robin format will be used in Preliminary rounds. Each group consist of 3-4 teams, top team from each group will advance into single knock-out elimination rounds.
- *Seedings of "All HK Inter-Secondary Schools 3x3 Basketball Marathon 2024-2025" will be based on results from 2023-2024 season.

6. Competition Rules

- 6.1 Duration of match is 1 period of 10 minutes regular playing time, game clock shall only be stopped during dead ball situations and free throws in last 2 minutes of game.
- 6.2 There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
- 6.3 Initial possession is decided by coin flip. The team that wins the coin flip decides whether it takes the ball at the beginning of the game or leaves it, in order to get it in a potential overtime.
- 6.4 Score limit for each match is 21 points. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This "sudden death" rule applies to the regular playing time only (not to a potential overtime).
- 6.5 1 point is rewarded if scored inside the arc; 2 points is rewarded if scored behind the arc.
- 6.6 Each team has 1 time-out, 30 seconds per time-out. Any player or substitute can request a time-out when the ball becomes dead prior to a check-ball or free throw.
- 6.7 Shot clock is 12 seconds. Referees should perform a 5 second count if there is no shot clock equipped.
- 6.8 1 free throw is rewarded following a shooting foul if foul committed inside the arc; 2 free throws are rewarded following a shooting foul if foul committed behind the arc.
- 6.9 Personal fouls are not entered on the scoresheet unless unsportsmanlike or disqualifying.
- 6.10 6 Foul limit per team.
- 6.11 Penalty for team fouls 7, 8 and 9 will be rewarded 2 free throws.
- 6.12 Penalty for team fouls 10 and more will be rewarded 2 free throws and ball possession.
- 6.13 Penalty for technical foul will be rewarded 1 free throw with no change of possession.
- 6.14 Penalty for unsportsmanlike foul will be rewarded 2 free throws with no change of possession (except for team foul 10 and more). If team foul 10 or more, will be rewarded 2 free throws with ball possession, and count as if 2 fouls for team fouls

purposes.

- 6.15 Penalty for disqualifying foul will be rewarded 2 free throws and ball possession. Counted as if 2 fouls for team fouls purposes.
- 6.16 Possession following a successful goal: Defense gain possession right underneath the hoop, ball to be dribbled or passed to a player behind the arc. Defensive team not allowed to play for the ball inside the “no-charge semi-circle” area underneath the basket.
- 6.17 Possession following a dead ball: Check-ball. Exchange of ball behind the top of the arc.
- 6.18 Possession following defensive rebound or steal: Ball to be dribbled/passed to behind the arc.
- 6.19 Possession following a jumpball situation: Defense possession.
- 6.20 Substitution can be made in dead ball situations, prior to the check ball. The substitute can enter the game after his teammate steps off the court behind the end line opposite the basket. Substitutions require no action from the referees or table officials.
- 6.21 A player is considered to be “behind the arc” when neither of his/her feet are inside nor step the arc.

7. Team Manager

Each participant school must assign at least one staff member or an authorized Team Manager (Non-staff member) [The authorized Team Manager (Non-staff member) must be registered 4 days before the scheduled competition].

8. Referee

Official referees shall be appointed by the Federation for all matches. All protests concerning technical rules and interpretation should be made to the Referee. The decision of the Referee shall be final.

9. Interruption of Play

When a match cannot be completed during any time of play (including extra time) and decided a replay, scores and foul record will be retained and the remaining time to be replayed.

- 10.** The Organizing Committee has full right to make amendments on any matters when necessary.

全港中學校際三人籃球比賽章則

1. 除特別聲明外，所有賽事均依照國際籃球比賽規則及國際 3x3 籃球比賽規則舉行。
2. 球隊名次之制定
 - 2.1 球隊在每組比賽名次，依據其勝負場數，以所得積分計算，即勝一場得兩分、敗一場得一分、棄權得負兩分。棄權之記錄為十比零。
 - (i) 若兩隊積分相等，則以該兩隊之間比賽之勝負而定，勝者佔先。
 - (ii) 若有三隊或以上積分相等，則適用第二個判定標準：即依據積分相等的數隊之間的比賽結果判定名次。
若依據第二個判定標準仍然相等時，則再依據該數隊之間的比賽的得失分之差判定之。
若仍相等，則以相關球隊之間比賽平均得分最多（不包括因對隊棄權而獲得的分數）排先。
若仍相等，則再依據該數隊在該組所有比賽的得失分之差判定之。如以上未能分勝負應抽籤決定名次。
 - 2.2 若依據 2.1(ii)款之判定標準，僅餘兩隊仍相等，則再回復適用 2.1(i)款之判定標準。
若依據 2.1(ii)款仍餘兩隊以上仍相等，再依據 2.1(ii)款之第一段再重複判定一遍。
3. 比賽用球
所有組別賽事採用 3x3 比賽用球。
4. 比賽服裝、球衣及顏色
 - 4.1 全隊球員必須穿著同色同款及前後主色相同之球衣。
 - 4.2 下身必須穿上運動短褲，顏色不限。
 - 4.3 球衣前後必須佩有號碼，而號碼應為實心字，號碼顏色應與球衣顏色有明顯分別。
 - 4.4 球衣號碼前面應為 10 厘米高，而後面號碼應為 20 厘米高。
 - 4.5 球隊應使用 0 及 00、及 1 至 99 號的號碼，全隊不能有雙重號碼，1 至 9 號必須為單位數字。
 - 4.6 球衣顏色
 - 4.6.1 球衣須以單一顏色為主。
 - 4.6.2 賽程表上先排名的球隊（主隊）應穿著淺色球衣。
 - 4.6.3 賽程表上後排名的球隊（客隊）應穿著深色球衣。
 - 4.6.4 所有球隊均不能穿著灰色球衣。
 - 4.6.5 淺色為白色或黃色。
 - 4.6.6 如裁判認為主客雙方的球衣顏色有明顯分別而沒有妨礙比賽時，雙方球隊必須作賽。

- 4.7 球員如於球衣或號碼衣內穿著短袖上衣，全隊球員必須劃一穿著同色同款之短袖上衣。
- 4.8 所有在上身的保護裝備及貼布的顏色，全隊必須一致。
- 4.9 在室外比賽時，如天文台發出寒冷天氣警告，球員可在比賽服裝內加穿長袖上衣或長褲保暖（不需全隊穿著），但有關之長袖上衣顏色必須全隊一致。
- 4.10 任何有關比賽服裝、球衣及顏色之爭議，當場裁判的裁決為最終決定。

5. 比賽制度

- 5.1 每隊最多可派出 5 名球員，包括 3 名場上球員及 2 名替補員。必須有 3 名場上球員才能開始比賽。
- 5.2 2022-2023 年度全港中學校際三人籃球馬拉松男子高、初級組十六強，分別為本屆男子高、初級組的種籽學校；女子高、初級組八強分別為本屆女子高、初級組的種籽學校。
- 初賽分組進行單循環制，每小組 3 - 4 隊，各組首名進入複賽，複賽以單淘汰方式進行。*「2023-2024 全港中學校際三人籃球馬拉松」之比賽成績將作為「2024-2025 全港中學校際三人籃球馬拉松」之種籽排名參考。

6. 比賽規則

- 6.1 比賽時間為每場 10 分鐘，最後兩分鐘會按一般球例在死球時停錶，其他時間除暫停外，一概不停。
- 6.2 加時開始前應有 1 分鐘休息時間。加時中首先獲得 2 分的球隊獲勝。
- 6.3 比賽開始的球權以擲毫決定。擲毫獲勝的球隊可選擇比賽開始的球權或選擇可能進行的加時的球權。
- 6.4 每場得分限制為 21 分。常規比賽時間結束前，首先獲得 21 分或以上的球隊獲勝。此「突然死亡」規則僅適用於常規比賽時間，而不適用於可能進行的加時情況。
- 6.5 在圓弧內投球中籃，應獲得 1 分。若在圓弧外投球中籃，應獲得 2 分。
- 6.6 每隊有暫停 1 次，暫停時間為 30 秒。必需經由球員要求暫停。
- 6.7 投籃時鐘為 12 秒。若沒有設置投籃時鐘，裁判應讀倒數最後 5 秒鐘以作警告。
- 6.8 若投籃犯規發生在圓弧內，罰球 1 次。若犯規發生在圓弧外，罰球 2 次
- 6.9 除了違反運動道德犯規及取消比賽資格犯規外，個人犯規不會紀錄於分紙上，即不設個犯滿離場。
- 6.10 球隊犯規限制為 6 次。
- 6.11 球隊犯規達 7、8 及 9 次罰則為罰球 2 次。
- 6.12 當球隊犯規達 10 次以上罰則為罰球 2 次外加球權。
- 6.13 技術犯規罰則為罰球 1 次，球權不變。
- 6.14 違反運動道德犯規罰則為罰球 2 次。若球隊犯規達 10 次或以上，罰球 2 次及球權，並計算球隊犯規 2 次。
- 6.15 取消比賽資格犯規罰則為罰球 2 次及球權，並計算球隊犯規 2 次。
- 6.16 球中籃後的球權：防守方在球籃下方獲得球權，運球至圓弧外或傳球至圓弧外球員。防守隊不得在球籃下方的「無撞人半圓」區域進行防守
- 6.17 死球後的球權：在圓弧外(圓弧頂)進行球權轉換。
- 6.18 防守籃板球或攔截球後的球權需運球或傳球至圓弧外。

- 6.19 跳球情況的球權由防守方獲得球權。
- 6.20 替補需在死球情況下，進行球權轉換前進行。替補員待被替補球員在正對球籃的端綫離場並與他進行身體接觸後方可進場。替補無須裁判和記錄台人員執行。
- 6.21 球員雙足均不在圓弧內或踏在圓弧上，則被視為在「圓弧外」。

7. 領 隊

各參賽學校必須委派最少一位全職教職員或已向學體會登記之非本校教職員領隊，在場內陪同參賽學生，直至比賽完畢為止。登記方法：須於執行領隊工作前四個工作天透過學體會網上提交申請(star.hkssf.org.hk)。

8. 裁 判

由賽會委派裁判員。有關技術性事宜的裁決，應以當日裁判決定為最後裁決。

9. 比賽中斷

於比賽中任何時間未能完成比賽(包括加時時段)而決定重賽時，保留當場所有記錄(包括成績及犯規記錄)，重賽時只補回餘下時間。

10. 章程及規則如有未盡善處，大會保留最後修改權利。