



Contest regulations Streetball Masters Summer Tour 2016

Article 1. General

- 1.1 Fair play is the most important rule.
- 1.2 De rules are specifically made for the Streetball Masters tournaments.
- 1.3 Players / attendants have to follow the rules.
- 1.4 Every player needs to be able to identify themselves via passport or a identification card.

Article 2. Materials

- 2.1 Games will be played on one (1) basket. The height off the basket is 3,05 meters. This rules doesn't apply for the MIXU12 category, where the height of the basket is 2,60 meters.
- 2.2 Every category will be playing with the official Wilson 3x3 basketball.
- 2.3 The organization will provide these basketballs. All contestants have to play with these basketballs.

Article 3. Teams

- 3.1 A team may consist of a minimum of three (3) players and a maximum of four (4) players per team (1 reserve).
- 3.2 Teams can contain players who differ in age. The highest age is determinative for the category in which a team can play.
- 3.3 Teams can be mixed (men and women), those teams will play in the Men categories.
- 3.4 In case of disqualification(s) or injuries a team can play on with a minimum of two (2) players.
- 3.5 The team composition can not be changed during the course of the event.
- 3.6 The team composition can be changed by two (2) persons if a team has managed to qualify themselves for the Streetball Masters Finals.
- 3.7 All players must have been registered in advance of the event by means of the intended online registration form and are required to have a 3x3 account on www.3x3planet.com
- 3.8 The team composition can be changed up to 24 hours before the beginning of the tournament. A team composition modification must provide the same data as remaining players have given up at the initial application.
- 3.9 Teams that consist of one or several players that are not registered, take part outside competition. These teams are not entitled to prizes and/or Streetball Masters Finales qualification.
- 3.10 Team members must wear shirts of the same colour. When two teams play in the same colour, one of both teams will be asked to put on shirts of a different colour.

Article 4. Referees & court monitors

- 4.1 A referee is present at every game.
- 4.2 A court monitor is responsible for monitoring the scores and fouls throughout a game.
- 4.3 The referee hands over the game ball to the first mentioned team and will receive the ball when the game has ended.

Article 5. Beginning of a game

- 5.1 A team must report to the referee before the start of a game.
- 5.2 A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 5.3 A game can only start if both teams have 3 players on the court.
- 5.4 A game starts with a check-ball: an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

Article 6. Playing time / Winner of a game

- 6.1 The regular playing time is 12 minutes of running time, afterwards teams have three (3) minutes to switch courts for the next game. Should a team score 15 points during regular playing time, that team will be declared as the winner and the game will end.





- 6.2 The 8- or 24-second rule doesn't apply.
- 6.3 During the game referees will focus on stalling. If the referee decides a team is stalling, the referee will count down the last 5 seconds. If a team isn't able to shoot (and at least hit the rim) the ball shall be handed to the opponent.
- 6.4 When there is a draw, the game will go into overtime. The team that scores two point first, will be declared as the winner. The team that didn't get possession of the ball during regular game time, will begin overtime with possession of the ball.
- 6.5 A team can be late by a maximum of two (2) minutes. If a team shows up later, they will lose the match.
- 6.6 A team will lose a game if they leave the court before the end of a game or if too many players are injured or disqualified.
- 6.7 If teams finish with the same amount of points the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.
 1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
 2. Head-to-head confrontation (only taking win/loss into account and applies within a pool)
 3. Most points scored in average (without considering winning scores of forfeits)
 4. Highest seeding during the tournament (based on 3x3 ranking points)
- 6.8 If a team, which is already placed for the finals, wins another qualifying round, the No. 2 earns the right to participate in the finals. If the number 2 has also been placed, a wild card can be given to a team with the most ranking points earned during the Tour.

Article 7. Fouls / Free throws

- 7.1 The referee calls the fouls. His / her opinion must be respected.
- 7.2 A player cannot be ejected out of the game by mattering of fouls, with exception of unsportsmanlike fouls.
- 7.3 A team is in a penalty situation after it has committed 6 fouls. Team fouls will be monitored by the court monitor.
- 7.4 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.
- 7.5 Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will always be awarded with 2 free throws and ball possession.
- 7.6 Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- 7.7 Technical fouls will always be awarded with 1 free throw and ball possession; whilst unsportsmanlike fouls will be awarded with 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.

Article 8. Games / points

- 8.1 A shot clock will not be used in the preliminary tournaments. If a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.
- 8.2 Starting the offense:
 - Following a defensive rebound, steal or block the ball must be passed or dribbled behind the arc to start an offense.
- 8.3 A game begins with a check-ball (exchange of the ball between the defensive and offensive player) behind the two-point line at the top of the court.
- 8.4 After a dead ball situation, the ball must checked first.
- 8.5 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.
- 8.6 After a successful field goal or last free-throw the non-scoring team will get the ball (loser's ball).
- 8.7 Every shot inside the arc shall be rewarded one (1) point. Every shot behind the arc shall be awarded two (2) points.
- 8.8 During the preliminary tournaments there are no time-outs during the game.





- 8.9 Substitutions can only occur during dead ball situations.
- 8.10 A ball is out of bounce when a player in possession of the ball is standing on one of the outer lines of the court or passes one of these lines. If there is boarding surrounding the court, the ball will be out if it touches the boarding or the player in possession of the ball touches the boarding or passes it.
- 8.11 May a jump ball situation occur, the defensive team will get possession of the ball.

Article 9. Contests

- 9.1 The Shooting Challenge will have the following rules:
 - 9.1.1 There will be shot from four (4) positions, four (4) balls per position.
 - 9.1.2 Every team will have one (1) minute to make as many shots as possible. The order of shots is bucket (1 point per score) mid range (2 points per score) free throw (2 points per score) and 3 pointer (3 points per score).
 - 9.1.3 Every team member must have shot once.
 - 9.1.4 The team that will shoot next will rebound for the team before them.
 - 9.1.5 The three teams with the most points will face each other in the finals.
 - 9.1.6 During the finals there will be shot from 5 (5) positions with four (4) balls per position. The four positions from the first round and a half court shot (5 points per score) make up the five (5) positions.
 - 9.1.7 The contestant with the most points in the final will win. The final will be played with the same rules as the qualifying round, except that the teams will have a minute and a half to shoot.
 - 9.1.8 If in the finals contestants end up with the same top score, another round will be played. Each team will have one minute to shoot.

Article 10. Behaviour

- 10.1 The decisions of the referees and court monitors shall be respected.
- 10.2 Aggressive behaviour on or off the court will not be tolerated. Players and / or teams can be disqualified.
- 10.3 If a team doesn't show up for a game, they'll automatically lose (W-0).
- 10.4 It isn't allowed to sit on the boarding / frames.
- 10.5 Use the garbage cans for your garbage.

Article 11. Other provisions

- 11.1 In case of an act of violence occurs or someone is caught in the act of theft, the organization will immediately call the police.
- 11.2 The organization is not responsible for theft, damage or injury during the tournament.
- 11.3 Participation at a Streetball Masters tournament is at your own risk.
- 11.4 The organization reserves the right to shorten the duration of matches if found necessary.
- 11.5 If a case occurs that isn't mentioned in these regulations, the organization will decide what to do.
- 11.6 If changes are made, after publication of the regulations, the contestants will be informed.

Article 12. Qualification

- 12.1 Teams can qualify for the Streetball Masters Finals of a certain category by winning one of the preliminary tournaments within that same category in the same tour.
- 12.2 The Streetball Masters organisation can hand out wild cards to teams that did not qualify directly for the Streetball Masters Finals.

Article 13. Quest

- 13.1 The Streetball Masters Tour has been given the status of FIBA 3x3 Quest.
- 13.2 Teams can qualify for the Quest Finals by winning one of the preliminary tournaments in this category.
- 13.3 The winner of the Men 23+ Elite Category at the Quest Finals will be qualified for the FIBA 3x3 World Tour in Prague.
- 13.4 Only teams that consist of at least three players with a Dutch nationality can qualify for the Quest





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- Finals in the category Men 23+ Elite..
- 13.5 Teams playing in the Quest Finals must consist of a minimum of three players with a Dutch nationality.

Article 14. Challenger

- 14.1 The Netherlands Basketball Federation will host the FIBA 3x3 Challenger in The Hague, and has the right to give wild cards for the tournament.
- 14.2 Teams that are not eligible for the Quest Final (with at least two players with a non-Dutch nationality) can receive wild cards for the The Hague Challenger by winning the Men 23+ Elite category of one of the preselected tournaments in the Streetball Masters Tour
- 14.3 The preselected tournaments mentioned in article 14.2 are:
- Zwolle, March 27th
 - Amsterdam, May 16th
 - Breda, May 28th
 - Utrecht, June 18th
 - Rotterdam, July 9th
- 14.4 If the tournaments in Amsterdam (May 16th), Breda (May 28th) and Utrecht (June 18th) are not won by an international team, the extra wild card spot(s) will go to the International Challenger Qualifier (July 1st) in Amsterdam.
- 14.5 If the tournament in Heerenveen (June 26th) or Rotterdam (July 9th) is not won by an international team, the extra wild card spot(s) will go to the international team(s) that has accumulated the most ranking points during the Streetball Masters Quest Summer Tour.
- 14.6 If necessary, the Netherlands Basketball Federation will organize (an) extra tournament(s) where wild cards for the Challenger can be earned.
- 14.7 FIBA has the right to veto the wild cards given by the Netherlands Basketball Federation. Therefore, the participation of the teams at the Challenger will only be definitive once FIBA has officially approved the wild cards.

