

Art. 1 Teams

Each team shall consist of a maximum of 5 players (3 players on the court and 2 substitutes).

No change of players once the tournament begins.

Art. 2 Game officials

The game shall consist of 1 referee and 1 time/score keeper.

Art. 3 Beginning of the game

3.1. A coin flip shall determine which team gets the first possession.

3.2. The game must start with three players on the court.

Art. 4 Scoring

4.1. Every successful shot inside the arc shall be awarded 1 point.

4.2. Every successful shot behind the arc shall be awarded 2 points.

4.3. Every successful free throw shall be awarded 1 point.

Art. 5 Playing time/Winner of a game

5.1. The regular playing time shall be as follows: one period of 12 minutes playing time. The clock shall continue to run during dead ball situations and free throws.

5.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time.

5.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.

5.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w ("w" standing for win).

5.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.

5.6. A team losing by default or a forfeit will be disqualified from the tournament.

Art. 6 Fouls/Free throws

6.1. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls subject to art. 15.

6.2. 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.

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

6.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession.

6.5. Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

Art. 7 How the ball is played

7.1. Following each successful field goal or last free throw (except for technical foul):

- A player from a non-scoring team will resume the game by passing the ball from behind the arc at the top of the court.

7.2. Following each unsuccessful field goal or last free throw (except for technical foul):

- 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 or steals the ball, it must return the ball behind the arc (by passing or dribbling).

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

7.4. A player is considered to be "behind the arc" when neither of his feet are inside nor stepping on the arc.

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

Art. 8 Stalling

8.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

8.2. The court is not equipped with a shot clock and if a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 9 Substitutions

Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the arc at the top of the court and substitutions require no action from the referees or table officials.

Art. 10 Time-outs

One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.

Art. 11 Standings of teams

Both in free play and in overall tournament standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.

- 1. Most wins;
- 2. Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
- 3. Most points scored on average.

Art. 12 Disqualification

A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression.