Official 3x3 Basketball Rules - Summary

Court and Ball	A regular 3x3 playing court is 15m (width) x 11m (length) A 3x3 ball shall be used in all categories
Team roster	4 players 3 + 1 substitute *Note: game must start with 3 (three) players in FIBA 3x3 Official Competitions*
Official(s)	Up to 2
Table Officials	Up to 3 (scorer, scoreboard operator, shot-clock operator)
Time-outs	1 per team and 2 TV-time outs, if any, at first dead ball after 6:59 and 3:59 dead ball, 30 seconds
Initial possession	Coin flip *Note: the team that wins the coin flip decides whether it takes the ball at the beginning of the gameor leaves it, in order to get it in a potential overtime*
Scoring	1 point and 2 points, if scored behind the arc
Game duration & score limit	1 x 10 minutes, regular playing time Score limit: 21 points. Applies to regular playing time only *Note: if a game clock is not available, running time length and sudden death score is at organizer's discretion. FIBA recommends setting score limit in line with the game duration (10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points)*
Overtime	First team to score two (2) points wins the game
Shot clock	12 seconds *Note: if a shot clock device is not available, referee to warn and count down the 5 last seconds*
Free throw(s) following a shooting foul	1 free throw 2 free throws, if foul committed behind the arc
Foul limit per team	6 team fouls
Penalty for team fouls 7, 8 and 9	2 free throws
Penalty for team fouls 10 and more	2 free throws + ball possesion
Penalty for technical foul	1 Free throw, no change of possession
Penalty for unsportsmanlike foul	2 Free throws, no change of possession (except for team foul 10 and more) Counted as if 2 fouls for team fouls purposes
Penalty for disqualifying foul & 2nd unsportsmanlike foul of a same player	2 free throws + ball possesion Counted as if 2 fouls for team fouls purposes
Possession following a successful goal	Defense 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
...following a dead ball	Check-ball, i.e. exchange of ball behind the arc (at the top of playing court)
...following a defensive rebound or steal	Ball to be dribbled/passed to behind the arc
...following a jumpball situation	Defense possession
Substitutions	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

Notes:
*A player is considered to be "behind the arc" when neither of his feet are inside nor step the arc
**Official FIBA 3x3 Basketball Rules apply for all game situations not specifically mentioned above
***Refer to the Official3x3 Basketball Rules for standings, default, forfeits, protests and disqualification