Competition Format and Rules

Format et règlement des compétitions

As of WED 21 OCT 2026

Youth Olympic Competition Format

The 3x3 Basketball competition at Dakar 2026 Summer Youth Olympic Games consists of men's and women's tournaments.

The format and rules for both tournaments are the same.

Twelve teams are divided into four pools of three teams. Each team plays every other team in the same pool once (single round robin). The top two ranked teams in each pool proceed to the quarterfinals and the losers are eliminated. The winners of the quarterfinal games proceed to the semifinals and the losers are eliminated. The winners of the semifinal games play in the gold medal game and the losers play in the bronze medal game.

Changes since Buenos Aires 2018 Summer Youth Olympic Games

The dunk contests and the shoot-out contests have been removed.

The number of teams has been reduced from 20 per gender to 12 per gender. The qualification format has been changed.

Sport Rules and Procedures

Game Description

The rules of 3x3 Basketball are as follows: A team consists of four players, three players on the court, and one substitute. The game is played on a basketball half court, on one basket, in one period of 10 minutes playing time. The FIBA Official 3x3 Basketball rules are valid. The first team to score 21 points (or more), or the team that is leading the game after the regular playing time, is the winner. If the score is tied at the end of playing time, an extra period will be played. The first team to score two points in overtime wins the game.

The scoring rules allow one or two points for a successful shot. One point is awarded for shots from the free throw line and for shots from all positions inside the arc (within the 6.75 metres line). Shots behind the arc (beyond the 6.75 metres line) are awarded two points.

The team must attempt a shot for a field goal within 12 seconds.

Substitution is permitted when the ball becomes dead and the game clock is stopped.

One 30 second timeout is granted to each team. In addition, two TV time-outs will occur: one as soon as the ball becomes dead after the 3 minute mark, and another after the 6 minute mark.

When a team commits its seventh, eighth and ninth team fouls, their opponents receive two free throws. For the tenth and any subsequent team fouls, their opponents will receive two free throws and ball possession. Players are not excluded based on the number of personal fouls. A player committing two unsportsmanlike fouls will be disqualified from the game, and may receive further sanctions.

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

A team shall lose by default if it leaves the court before the end of the game, or if all the players on the team are injured and/or disqualified. In case of a default situation, the winning team may choose to keep its score or have the game forfeited, whilst the defaulting team's score is set to 0 in all cases. In all cases, existing statistics remain. On a case by case basis, team and player statistics could be removed from the Statistics Leaders outputs. In case of a default where the winning team chooses to have the game forfeited, the game result shall not be considered when calculating the team's average score.

Tie Break Rules

The following classification rules shall apply to determine both standings in the pool and overall competition ranking.

If teams that have reached the same stage of the competition are tied, the following steps to break the tie shall be applied. Each step shall be carried out only once in the tie-breaking process. If some or all teams are still tied after one step, the next step shall be applied to break the tie between those teams still tied:

1. Most wins (or win ratio)

2. Head-to-head comparison (only taking wins into account, and only to determine standings in the pool)

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3. Most points scored on average per game (without considering winning scores of forfeits). For the purpose of standings calculation, a maximum of 21 points per game can be taken into consideration.

If the teams remain tied, they will be ranked by their seeding (teams are seeded based on their rank in the FIBA 3x3 National Federation Rankings in the Youth Category of 1 January 2026).

Penalties / Disqualification Rules

Players or teams may be disqualified from a game. The provisions of the FIBA Statutes, FIBA Internal Regulations and FIBA 3x3 Basketball rules will be applied.

Protests / Appeals

Teams may lodge a protest against decisions of the officials. The provisions of the FIBA Statutes, FIBA Internal Regulations and FIBA 3x3 Basketball Rules will be applied.

Note:
For further information please consult: fiba3x3.com