

籃球 3x3(男籃、女籃)3on3 Basketball(Male、Female)

1. 比賽用球：女生為 6 號球；男生為 7 號球。

Used-ball : Female No.6 /Male No.7.

2. 隊伍人數共 4 名球員 (含 3 名正式球員，1 名替補隊員)，所有比賽均以各隊 3 名球員出賽開始，如未滿 3 名，比賽時間開始後，由裁判宣布人數不足之隊伍棄賽，不得有異議。

Register a maximum of 4 players; 3 players on court only. If game time starts , there are less than 3 players, referee will announce that the team with insufficient players has abandoned the game, and no objection.

3. 三分線外投籃命中得 2 分，其餘投籃命中得 1 分，罰球命中得 1 分。

A shot from outside the three-point line is worth 2 points, a shot from other areas is worth 1 point, and a free throw is worth 1 point.

4. 時間/得分 Time/Score :

- (1) 預賽：每場比賽時間 8 分鐘(不停錶)，一隊先得 13 分(含)以上，比賽結束。

Preliminaries: Each game 8 minutes (non-stop watch). The first team get 13 points (inclusive) end the game.

- (2) 前四強：每場比賽時間 8 分鐘(不停錶)，一隊先得 15 分(含)以上，比賽結束。

Semifinaleach: Each game 8 minutes (non-stop watch). The first team get 15 points (inclusive) end the game.

- (3) 比賽時間結束，2 隊皆未達致勝分時，以分數高隊伍為勝。

When the game time ends and neither team reaches the winning score, the team with the higher score wins.

- (4) 比賽時間結束，若兩隊得分相同，則以 2 隊 6 人交叉罰球，總進球數多者為勝，若仍同分，則 2 隊派代表交互罰球，同 1 輪次先領先 1 球者為勝。

When the game time ends, if two teams have the same score, 6 players from the 2 teams will take free throws, and the one with the most goals will win. If the score is still tied, representatives from the 2 teams will take free throws and the team who get 1 ball first wins.

5. 進攻方須於 12 秒內進攻完畢。

The offense must complete the attack within 12 seconds.

6. 比賽進行時皆不停錶，暫停除外。

No stop watch during the game, except for timeout.

7. 球權：

- (1) 開賽攻守順序：以猜拳方式決定之，獲發球權方於三分線外發球。

The order of offense and defense: determined by rock - paper - scissors. Throw in from beyond the three-point line.

- (2) 每次得分後攻守的進攻球權互換，須由籃框正下方運球或傳球至三分線外，完

成攻守交替，不需進行洗球。

After each score, the offensive and defensive are exchanged. The ball must be dribbled or passed outside the three-point line to clear. There is no need to Check.

- (3) 每一次投籃或最後一次罰球未中籃後，若進攻隊獲得籃板球，可以繼續試圖得分不需讓球回到三分線外，若防守隊獲得籃板球，必須讓球回到三分線外(藉由傳球或運球)。

After each shot or the last free throw misses, if the offensive team gets a rebound, it can continue without Clear. If the defensive team gets a rebound, it must let the ball return to the three-point line by passing or dribbling.

- (4) 任何在死球狀況後被賦予球權的球隊，應於球場頂端的弧線內以互換球權(在進攻與防守球員之間)開始比賽。

Any team awarded the ball after a dead ball situation shall begin the game with an exchange of possession (between offensive and defensive players) within the arc.

- (5) 需雙腳回線，才能獲得球權。

Both feet need to return to the line to gain the ball possession.

- (6) 出現跳球狀況，防守隊獲得球權。

If a toss up situation and the defensive team gains the ball.

8. 暫停機制 Time-out:

預賽每隊可暫停 1 次，每次 30 秒；前四強每隊可暫停 2 次，每次 30 秒。

Preliminaries: Each team can take 1 time-out, 30 seconds each time;

Semifinal each: Each team can take 2 time-out, 30 seconds each time.

9. 任何死球狀況時均得以請求替補。

Can request a substitute in any dead ball situation.

10. 犯規/罰球 Foul/free throw:

- (1) 每一隊伍犯規滿 4 次時，敵隊進入加罰狀態。

The team started to enter the penalty state after the team foul reached the fourth time.

- (2) 比賽每人只允許犯規三次，若達四次則畢業離場(此時可遞補球員)。若該隊伍無報名替補球員，球員不足 2 人，即判定該方失敗。

The player shall leave the court when the personal foul reaches the fourth time. then substituted players. If the team has no substitute players and there are less than 2 players, the team will be deemed a failure.

- (3) 於兩分線內被犯規，應獲得 1 次罰球；於三分線外被犯規，可獲得 2 次罰球；被犯規進攻球員又投中，則得分算，再加罰球 1 次；若該隊進入加罰狀態，被

犯規的球員非正在投籃動作中，可獲得 1 次罰球。

If fouled within the two-point line, one free throw; if fouled outside the three-point line, two free throws; if the fouled offensive player makes another shot, the points will be counted and one free throw will be added; if The team enters the extra penalty state, and the fouled player can get one free throw.

11. 嚴禁跨隊參賽或冒名頂替，如有違規情形，將取消整隊參賽資格。

Cross-team or impersonation is strictly prohibited. If there are any violations, the entire team will be disqualified.

12. 參賽者於比賽當天請於賽前一小時提早進行報到手續，須攜帶居留證或身分證，未帶證件或證件不全者及超過檢錄時間者，不接受報到檢錄。

Players need to register in one hour before the competition. Please bring residence permit(ARC) or ID card. Those who do not bring or those who exceed the check-in time will not be accepted for check-in.

13. 各參賽隊伍請於開賽前 10 分鐘至紀錄台做檢錄，於開賽 3 分鐘後未到者，裁判判令棄權，對隊獲勝。

Each team should Check-up 10 minutes before the game. If the team does not arrive after 3 minutes of the start, the referee will announce the opposing team win.

14. 其他 Others :

- (1) 各參賽隊伍須著同色系且有號碼的球衣，如兩隊顏色相近、同隊無同色系球衣、球衣無號碼之情形，大會將提供號碼衣。

Each team must wear same color and with numbers. If the two teams have similar colors, the same team does not have the same color, or the no numbers, the conference will provide numbered jerseys.

- (2) 裁判之判決，球員不得提出異議，若比賽中球員言行不當，裁判有權判該名球員技術犯規或強制驅逐出場。

Players are not allowed to object to the referee's decision. If a player behaves improperly during the game, the referee has the right to award a technical foul to the player or force him to be expelled from the game.

- (3) 若遇判決紛爭，由裁判長召集該場執行裁判共同會商決定，其判決即為最終判決，不受理申訴。

In the event of a dispute over a decision, the lead referee will convene the executive referees of the field to discuss and make a decision. The decision will be final and appeals will not be accepted.

- (4) 參賽球員需隨身持有身分證明文件，比賽前若發現對方球員資格有問題時，可請求裁判進行身分查核，比賽後提出無效，若確實違反規則，則取消參賽資格，參賽球員或球隊不得異議。

Players must carry identification documents with them. If there is any problem with the opponent's player's qualifications before the game, they can ask the referee to check. After the game, the request will be invalid. If violated, the players will be disqualified.

- (5) 主辦單位有權依氣候、場地或其他因素更改比賽時間或終止賽程，若終止賽程不再補賽，則大會將另行採用其他公平方式遴選獲勝隊伍。

The organizer reserves the right to change the competition time or terminate the competition schedule based on weather, venue or other factors. If the competition schedule is terminated and there are no make-up games, the conference will use other fair methods to select the winning team.

- (6) 除上述規則外，悉適用最新之國際業餘籃球競賽規則。

In addition to the above rules, obey the latest FIBA rules.

- (7) 本辦法如有未盡事宜者，得由主辦單位更改之，在當日比賽球場宣告之。

If there are any unsatisfied matters in these regulations, they may be changed by the organizer and announced at the competition venue on that day.

- (8) 賽程時間表僅供參考，請依大會賽務組廣播為準，請勿離開比賽場地，以免影響參賽權益，廣播兩次後仍未到場者，依棄權論，不得異議。

The schedule is for reference only. Please follow the broadcast by the competition team of the conference. Please do not leave the competition venue to avoid affecting the rights to participate. Those who have not arrived after two broadcasts will be considered as abstainers and no objection.

