



## 2026 WPBA 3x3 CHALLENGE RULES

### Team Roster / Players

- Maximum of four (4) players per team (3 players on court, 1 substitute).

### Substitutes

- Teams may substitute on any dead ball or after a made basket.
- The substitute may only enter the court once the player being replaced has left the court.
- The incoming and outgoing players must exchange a high five to complete the substitution.
- If a high five is not exchanged, the substitution is not valid and must be completed correctly before play continues.
- No action or approval is required from the referee before the substitution is made.

### Initial Possession

- Rock, Paper, Scissors determine the first possession.

### Scoring

- Inside the 3-point arc = 1 point
- Outside the 3-point arc = 2 points
- First team to 21 points wins immediately.

### Match Time

- One (1) x 10-minute period with a running clock.
- If neither team reaches 21 points, the team leading at the end of 10 minutes wins.

### Time Outs

- Not permitted.

### Overtime (only in Finals)

- If scores are tied after 10 minutes, the first team to score a basket wins
- Overtime will only occur during finals and teams will 'rock/paper/scissors for possession

### Free Throws & Team Fouls

- Team foul limit is 6 fouls.
- From the 7th team foul onwards, all defensive fouls are penalised with 2 free throws.

### Shooting Fouls

- Fouled while shooting inside the 3-point arc and the shot is missed = 1 free throw.
- Fouled while shooting outside the 3-point arc and the shot is missed = 2 free throws.
- If the shot is successful, the basket counts and the shooter receives 1 additional free throw.

### Match Ball

- Official 3x3 Basketball.

### Possession

- After a made basket, the scoring team will check the ball to the non-scoring team beyond the 3-point arc, before they can attempt to score a basket.
- All dead-ball situations restart with a check ball beyond the 3-point arc.
- Jump balls are awarded to the defensive team and restart with a check ball beyond the 3-point arc.
- Following a defensive rebound or steal, the ball must be dribbled or passed beyond the 3-point arc before a shot can be attempted. A basket scored before the ball is cleared will not count.