臺北市雙語3對3籃球賽競賽規程

一、宗旨:(一)為積極推廣籃球運動,培育籃球運動人才,提昇籃球運動技術水準,讓學生養成良好運動的習慣,以達健康促進之目的。 (二)配合本市教育政策推動雙語教育及國際教育,把英語融入籃球運動,活動全程以雙語來舉行,提升學生英語之能力,讓臺北市的學生與世界接軌,打造臺北市未來成為雙語及國際化的城市。

二、指導單位:臺北市政府教育局

三、主辦單位:臺北市高中學生家長會聯合會、臺北市國中學生家長會聯合會

四、協辦單位:舞動陽光有限公司

五、參加資格:臺北市高中、國中學生(含應屆畢業生),可跨校報名。 (曾報名高、國中籃球甲級聯賽之球員,恕不接受報名)

六、比賽組別:(一)高男組96隊(高中應屆畢業生均可報名參加)

(二)高女組 48 隊(高中應屆畢業生均可報名參加)

(三)國男組 48 隊(國中應屆畢業生均可報名參加)

(四)國女組24隊(國中應屆畢業生均可報名參加)

七、報名方式: (一)自即日起至108年6月17日(星期一)止。

(二)免收報名費

(三)參賽隊伍每隊致贈大會球衣深、淺色各3件。

(四)一律採取網路報名,網址: http://bit.ly/2HIYFAm

(五)報名時一律使用英文隊名,不超過20個字元。

八、比賽日期:108年6月29日

九、比賽地點:臺北市和平籃球館暖身球場

十、競賽制度:預賽採分組循環晉級賽制、決賽採單敗淘汰賽制。

十一、比賽用球:conti

十二、獎勵方式: 各組取前 4 名頒發獎狀、獎品及獎盃。

十三、比賽規則:採最新國際3對3籃球規則及本次比賽特別規定。

十三、本規程如有未盡事宜,主辦單位有權適時修正後公告實施。

中文版規則

| | 1 22/102/10 |
|---------|----------------------------|
| 球隊人數 | 可報名4名球員,開賽要3名球員在場才可開賽。 |
| 比賽時間 | 預複賽打6分鐘(不停錶),先得8分者勝,四強打8分鐘 |
| 得分限制 | (停錶),得10分者勝。 |
| 延長賽 | 先得兩分者先勝 |
| 暫停 | 預賽沒有暫停,決賽可有一次暫停,時間30秒。 |
| 比賽球 | 男生7號、女生6號 |
| 開始球權 | 擲銅板, 擲中者可決定選擇開賽或延長賽的開始球權 |
| 得分 | 三分線內1分,三分線外2分,罰球1分 |
| 進攻時間 | 12 秒 |
| 投籃罰球 | 三分線內投籃犯規罰1次,三分線外投籃犯規罰2次,投 |
| | 籃後犯規進算加罰 1 次。 |
| 換人 | 預賽不可換人(受傷除外),決賽可換人在死球裁判鳴笛時 |
| | 才可自由擊掌換人。 |
| 團隊犯規限制 | 球隊團隊第7次犯規以上開始進行犯規罰則,無個人犯 |
| | 規。 |
| 團隊第7~9次 | 對隊進行2次罰球 |
| 團隊第10次 | 對隊進行2次罰球並取得球權 |
| 犯規(含)以上 | |
| 中籃之後的球 | 為原防守隊球權,防守隊球員在籃框下方自行運球或傳球 |
| 權 | 至三分線外,持球者必須雙腳皆不在三分線內才算完成回 |
| | 線;球未出進攻免責區前,原進攻隊不得進入免責區防守。 |
| 死球後的球權 | 於三分線弧頂外進行洗球,洗球一次後可直接進攻。 |
| 活球攻守交換 | 成功抄截或防守籃板必須進行回線動作 |
| | (雙腳皆不在三分線內,並不可踩線) |
| 争球 | 球權歸原防守方 |
| 三秒 | 依國際3對3籃球規則執行 |
| 附則 | 依照最新國際3對3規則,若遇判決紛爭由裁判長召集該 |
| | 場執法裁判共同會商,其判決為最終判決。 |
| | |

Rules

| Team roster Can consist of 4 players (3+1 substitute) Note: game must start with 3(three) players in FIBA 3x3 Official Competitions. Preliminary: 6 minutes/8 points (Non-stop time during the game) Finals: 8 minutes/10 points (Stop time during dead ball situations and free throws) Preliminary: No time-out Finals: 1 per team, 30 seconds Ball Boys 7 / Girls 6 Coin flip Initial possession Scoring Scoring Scoring Scoring Shot clock Free throw(s) following a shooting foul Substitutions Substitutions Substitutions Substitutions Substitutions Foul limit per team players in FIBA 3x3 Official Competitions. Competitions. Penalty for team fouls 7, 8 and 9 Penalty for team fouls 10 and more Possession following a successful goal Pofense possession Possession following a successful goal Pofense possession Possession following a successful goal Pofense possession Possession following a successful goal Defense possession Post Competitions. Preliminary: No time-out points (Stop time during dead ball situations (Stop time during the game) Preliminary: 8 minutes/10 points (Stop time during dead ball situations throw during dead ball situations game) Preliminary: No time-out points (Stop time during dead ball situations dead the arc preliminary: No store the coint flip decides whether it takes the ball or ladded ball situations dead ball situations dead ball situations dead or the same potential overtime Possession following a shooting foul committed behind the arc preliminary: No store to get it in a potential overtime Possession following a shooting foul committed behind the arc potential overtime Possession foul committed behind the arc potential overtime dead from a potential overtime dead from a potential overtime dead from a pot |
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| charge semi-circle" area underneath the basket |
| following a dead Check ball exchange behind the arc (at the top) |
| Dan |
| following a Ball to be dribbled/passed behind the arc when neither of his feet |
| delensive is incide or on the arc line |
| rebound or steal |
| following a |
| jumpball Defense possession |
| situation |
| 3 seconds According to the rules |
| Official FIBA 3x3 Basketball Rules apply for all game situations |
| not specifically mentioned above: Make the final decision |
| |
| Notes whenever necessary or when the officials disagree, after consulting with chief, the decision is final |