



ECHS 3x3 Basketball Rules

(Updated May. 12, 2014)

ALL PLAYERS MUST PRESENT A TAMIU ONE CARD TO PARTICIPATE!!

Leagues: Men's & Women's

Players:

- **Mens/Womens:** A team must have a minimum of two (2) players to start a game. The maximum of three (3) players are allowed on the court.
- Rosters are limited to a maximum of five (5) for Men's and Women's division

Boundaries, Length of Game, & Scoring:

- Boundary lines are defined by a basketball half-court.
- First team to reach 15 points will be declared the winner or 15 minutes of playing time, whichever comes first.
ALL games will be played **STRAIGHT** to 15; therefore, a game can end 15-14.
 - Each basket made within or on the arc is worth one (1) point; baskets made beyond the arc are worth two (2) points.

Tournament:

- It will be a double elimination tournament and all teams will be guaranteed two games. Once a team loses two games they will be eliminated from the tournament.
- Game time is **FORFEIT TIME**. Teams must be ready to play at the scheduled game time.

Eligibility:

Captains are responsible for knowing their team members' eligibility. If a team(s) is/are found to be using illegal player, the team will be dropped from the league and or tournament.

Rules:

- **ALL** games will be **SELF-OFFICIATED**. Play fair. **ALL PLAYERS ARE ENCOURAGED TO PLAY WITH THE SPIRIT OF FAIR PLAY AND GOOD SPORTSMANSHIP.**
- Once a basket is made, teams will change possession.
- There are **NO** foul shots. Therefore, if a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the offensive player is not in the act of shooting or does not score on the shot when fouled, possession is retained and ball is checked in at the top of the key.
 - The **OFFENSIVE TEAM** is responsible for calling **ALL FOULS**.
 - The **DEFENSIVE TEAM** is responsible for calling **ALL VIOLATIONS**.
(For example: traveling, double dribble, out-of bounds)
- If a team disputes a call made on the court, it will be settled by a shot from the **TOP OF THE ARC**. The disputing team will shoot the ball, if made then call is reversed and if missed then original play stands, **NO EXCEPTIONS**.
- Teams will use the "Rock, Scissors, & Paper" technique to determine who gets possession of the ball at the beginning of the game. In case of a jump ball, alternating possession will be in affect. The ball must be checked at the top of the key.
- On any change of possession (defensive rebounds or steals), the ball must be returned to anywhere beyond the arc/three point line and the player in possession of the ball may maintain control and attempt to score. The player's feet and ball **MUST BE** completely behind the arc/three point line before the ball can be advanced.
- An individual cannot foul out of a game but may be ejected by the intramural staff. Flagrant fouls and/or any act of misconduct, physical or verbal, directed towards any individual, will result in an immediate ejection. All disciplinary situations involving individual(s)/team(s) will be reviewed.
- Substitutions may be made after a basket, or any stoppage in play. There are **NO** time-outs.