

3x3 Basketball Rules

(Updated Aug 1, 2008)

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

Leagues: Men's, Women's, & Co-Rec

Players:

- **Men's & Women's:** 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.
- **Co-Rec:** A team must have a minimum of two (2) players, 1 male & 1 female, must be present to start a game. The maximum of three (3) players, 2 females & 1 male, are allowed on the court.
- **Rosters are limited to a maximum of six (6) participants per team. Participants can only be on one (1) team per league.**

Note: Current TAMIU men's and women's basketball players are ineligible to play in the same academic year. Any prior TAMIU basketball player must sit out one (1) full academic year to be eligible to play Intramural basketball.

Boundaries, Length of Game, & Scoring:

- Boundary lines are defined by a basketball half-court.
- **First team to reach 20 points will be declared the winner. ALL games will be played STRAIGHT to 20; therefore, a game can end 20-19.**
 - **Males:** Each basket made within or on the arc is worth one (1) point; baskets made beyond the arc are worth two (2) points.
 - **Females (Co-Rec games only):** Each basket made within or on the arc is worth two (2) points; baskets made beyond the arc are worth three (3) points.

Schedule/Forfeiting/Playoffs:

- All teams will be scheduled for three (3) regular season games (based on amount of teams).
- **Game time is FORFEIT TIME.** Teams must be ready to play at the scheduled game time.
 - After forfeiting two (2) games, a team becomes ineligible to make the playoffs.

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. Therefore, they are no "winner's" outs.
- 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.