

3 ON 3 BASKETBALL

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. All 3 on 3 basketball games will be governed by the NFHS with the following Texas A&M Intramural Sports modifications.

1. PARTICIPATION

- a. Proper identification must be presented by all participants in order to check in. Proper identification is a government-issued photo ID.
- b. **Roster:** Each player's name must appear on the roster before he/she enters a game.
- c. **Coaches:** Each team may have one coach who is designated by the team captain. Coaches do not need to appear on the team roster, and teams do not need to use the same coach throughout the season. The coach is allowed to interact with officials and scorekeepers during the game, but must stay off the court of play except during time-outs.
- d. Any player disqualified from a contest will be removed from that game but can still play in their next contest.
- e. Any player, coach, or fan ejected from a contest will be removed from that game and automatically suspended from all intramural activities, pending a meeting with the appropriate intramural staff member.
- f. Intramural staff retain the authority to require an ejected player, coach, or fan to leave the facility. Any individual instructed to leave must do so immediately.
- g. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- h. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- i. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- j. **Jewelry:** Participants are not permitted to wear any jewelry.
- k. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- l. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- m. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- n. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- o. **Jerseys:** Teams are suggested to attempt to wear the same or similar uniform colors. However, jerseys are optional in 3v3 basketball. If desired, jerseys are available for use and are provided by the Intramural Sports Department. The Supervisor reserves the right to require a team to wear jerseys if both teams show up in uniforms that are deemed too similar.

- p. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- q. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- r. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- s. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- t. Pants – Participants are encouraged to wear athletic style shorts or pants.
- u. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. THE GAME

- a. **Number of Players:** A team will consist of three (3) players on the court. Teams must have at least two (2) players to begin and continue a game.
- b. **Substitutions:** A substitution can be made on any dead ball, but not after any made baskets.
- c. **Forfeits:** A team who is not on the court ready to play at game time will be penalized one (1) point per minute until the team is ready to play. After ten (10) minutes a forfeit will be declared.
- d. It is the team captain's responsibility to ensure that the correct score for each game is recorded.
- e. **Game:** Games will be the first team to twenty-one (21) points, and leading by two (2) or more. Games will have a twenty-five (25) point cap. There will be a thirty-minute (30) running clock. The team leading when the time expires will be the winner. If there is a tie at the end of the game time, teams will play a sudden death overtime period. Possession will go to the team that started the game on defense.
- f. **Time-Outs:** Only the team captain may call a time-out, and time-outs may only be called during a dead ball. Each team is allowed two-45 second time-outs. Time-outs will only stop play, and not the running clock. No time-outs may be called with less than 2 minutes on the game clock.

3. START, RESTARTS, & POSSESSION CHANGES

- a. A coin flip will determine the first possession.
- b. After each made basket, the ball will go to the other team at mid-court.
- c. The ball must be "cleared" – Both feet and the ball must be taken behind the three-point line after all made baskets and on any change of possessions.
- d. On all made shots and ensuing plays following dead balls, the ball must be checked by the opposing team at mid-court before play may begin. Team possession will begin by passing the ball in – NOT dribbling/shooting. Teams do not have to check the ball in on missed shots, so long as they "clear" the three-point line.
- e. All jump balls go to the defense.
- f. **Stalling:** Failure to attempt a shot in thirty (30) seconds is stalling. Upon notification by an Intramural Supervisor this will result in a loss of possession.

4. SCORING

- a. Each basket will count one (1) point, with shots behind the "three-point line" counting as two (2) points.
- b. There are no free throws attempted in 3v3 Basketball.

5. FOULS

- a. Teams will be responsible for calling their own fouls. The Intramural Supervisor will settle any disputes as to fouls and/or rough play.
- b. After any non-shooting foul, the ball will go to the offended team at the top of the key behind the three-point line.
- c. If a player is fouled in the act of shooting:
 - i. Successful: Basket is good and no additional points or possession is awarded; give the fouling team the ball at the mid-court line (similar to pick-up rules).
 - ii. Unsuccessful: Ball given to offended team at top of the three-point line.

6. COED MODIFICATIONS

- a. Each team will consist of three (3) players.
- b. To start and continue a game, at least two (2) players must be present.
- c. Each team will play with one (1) male and one (1) female. The third player on the court may be of either gender.
- d. A team may never play with more than two (2) members of either gender at any time.
- e. All coed games will be played with a 28.5 inch regulation size basketball unless both captains agree to utilize a 29.5 inch regulation size basketball.
- f. NEW FALL 2019 – all points count the same for any gender. All free throw attempts are also the same for any gender.
- g. There are no guarding rules or other defensive restrictions.

7. OFFICIATING

- a. Intramural Supervisors are responsible for all aspects of the league play. **Any disputes will be settled by the intramural staff – all of their decisions are FINAL.**