



# ***INTRAMURAL SPORTS***

## ***3v3 Basketball Rules***

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### **SECTION 1: The Team**

#### **A. Players**

1. A team shall consist of a max of six (6) players.
2. A team must have 3 players to start or continue play.
3. Players **Must Have a valid Tarleton ID** in order to play.

#### **B. Substitutes**

1. Substitution may be made after a made basket, if timeout is called, or if time has been stopped due to injury.
2. A disqualified player shall not re-enter the game. The player must confer with the supervisor and then leave. A player ejected from a game must meet with the coordinator (Garthon Heath).

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### **SECTION 2: Team Roster**

- A. Players must be listed on the roster in order to play. All rosters will be frozen at 5pm
- B. Only ONE former member of the Tarleton Men's and Women's Basketball program may be on the same team. (1 Year Removed)
- C. Red-Shirt basketball players are NOT eligible to play.
- D. A player may not change teams once he/she has played for a team.
- E. A student playing for more than one team will forfeit all eligibility to participate. The team will forfeit all games in which this individual participated.

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### **SECTION 3: Uniforms**

- A. Jerseys will be provided.
- B. No jewelry, caps, or bandannas will be worn.
- C. If player has on jewelry, it must be taped or removed before game time starts. If player wish to forego taping or removing jewelry the player will not be allowed to play.

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### **SECTION 4: Blood Rule**

- A. Players who sustain 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, the wound is covered, and all soiled articles of clothing are replaced.

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## SECTION 5: Timing the Game

- A. Games will be played every 30 mins. Games will start promptly at the scheduled starting time and according to the Campus Rec Supervisor watch. Games will be played in a tournament style format. **GAME TIME IS FORFEIT TIME.**
- B. **Game Time is Forfeit Time:** If a team does not have the minimum number of players necessary to start the game that team must forfeit the game... ***No Excuses!***
  - a. ***Forfeit Fee: A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. Forfeit Fees are to be paid in the Recreational Sports office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back-to-back will result in a team being dropped from the league.***
- C. A game shall consist of a 15-minute running clock. Five minutes for injury time outs. The on-court manager or coach must request the time-out. Each team will receive one time out per game. Each time out will last 1 minute and the clock will be stopped during this time.

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## SECTION 6: The Game

- A. 3 on 3 is not a make-it take-it league, we will play alternating possessions and offensive teams must check the ball behind the grey line prior to starting play.
- B. Any made basket from inside the three-point arc will be one (1) point. Any made basket from outside the three-point arc will be two (2) points.
- C. A game shall be won by the team that has scored the most points:
  - 1. The first team to reach 12 points or,
  - 2. The team with the most points after 15 minutes has expired.
- D. If the teams are tied after 15 minutes, the team that reaches the next point will be declared the winner. **A team does not have to win by two points.**
- E. Airball Rule: If a ball is shot by Team A and does not contact any portion of the backboard/rim is live and can be shot by Team B without re-establishing possession behind the three-point arc.
- F. Officiating: All 3 on 3 basketball games are self-officiated by the players on the court when the foul occurs. All fouls by the defense during an attempted shot will result in team A re-establishing possession at the top of the three-point arc. Offense will call all fouls; defense will only call violations (traveling, double dribble). Officials hold right to make final call.
- G. The players are responsible for calling their own fouls.

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## SECTION 11: ACCIDENTS AND INJURIES

- 1. *Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.*
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**Tarleton State University Intramural Staff Contact Information**

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