

TEXAS STATE[®]

Campus Recreation

3-ON-3 BASKETBALL RULES

TEAM COMPOSITION

Two teams of three players each, with a maximum of two substitutes each, will play a half-court game. Teams must have at least two players at game time to begin play. If two players are not available at game time, the team forfeits.

GAME TIME & SCORING

1. The game will consist of two 10-minute halves with a 2-minute halftime intermission. The clock will run continuously for the entire game. All games will begin simultaneously with the buzz of the scoreboard horn. Game time kept on the large scoreboard for all games.
2. There are NO timeouts. In case of injury, time will be kept by the court monitor for the affected game.
3. Winners need only win by one point. Teams that are tied at the end of 20 minutes will play a 2-minute overtime period. All foul totals will carry over. If the game is still tied at the end of the overtime period, the winner will be determined by a shootout. The shootout will consist of the three players from each team that are on the court shooting free throws. A coin flip will decide the order that the teams shoot. Each player will shoot one free throw. The team with the highest total made will be the winner. If there remains a tie, a sudden-death shootout will occur.
4. All baskets made from inside the 3-point line will count as one point. All baskets beyond the 3-point line will count for two points. All converted foul shots will count as one point.
5. Each team will be required to take a shot at the basket within 30 seconds after taking possession. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game. Violations of this rule, including non-legitimate shots, will result in an offensive turnover and possession for the defending team.
6. Co-Ed Rules - Male points are worth 1 point for every basket, 2 points for made baskets outside the arch. Female points are worth 2pt for every basket, 3 points for baskets made outside the arch.

IV. COURT MONITORS

1. There will be one court monitor on every game. The monitor is present to oversee the game and keep score and foul totals. Should a disagreement arise, the decision will be settled by a coin toss.
2. Fighting will not be tolerated. Fighting and excessive arguing will result in team dismissal. The court monitor may penalize any player, substitute or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area.

V. GAME RULES

Possession to start a game/overtime will be determined by a coin toss. Ball possession changes after a made basket unless a foul is awarded. The imaginary "check line" is at the top of the key (3pt Line). To start a game/overtime, after a score or when a foul is awarded, a player must pass the ball in from this check line. On defensive rebounds or steals, the ball need only be taken anywhere beyond the line.

The defense must take the ball behind the check line on any play in which they gain possession. **Whether or not the ball has been shot or has touched the rim does not affect this rule.** In the event that the defense obtains possession and does not take the ball behind the check line AND then attempts a shot, the shot and any related activity will be disregarded and a turnover will result. The "new defense" is awarded the ball behind the check line.

VI. FOULS

All common, personal and technical fouls shall be counted against a team total. In each half, a bonus will be awarded on and after the 5th team foul. An individual player cannot foul out of the game, but may be ejected for any cause by the court monitor or an IM supervisor.

For any foul committed during the first 8 minutes of the half:

Common fouls shall result in loss of possession for the offending team,
Offensive fouls shall result in disallowing a converted basket and loss of possession,

Shooting fouls with a missed basket shall result in retained possession, and
Shooting fouls with a converted basket shall result in the basket counted and loss of possession.

For fouls committed in the final 2 minutes of each half:

All common fouls shall result in one foul shot for the offended team,
Offensive fouls shall result in disallowing a converted basket and loss of Possession.

Shooting fouls with a missed basket shall result in one foul shot.

Shooting fouls with a converted basket shall result in the basket counted and retained possession for the offense.

After all free throws (made or missed) the ball will change possession. There will be no lining up in the lane for free throw attempts.

VII. SUBSTITUTIONS

Substitutions may be made after a basket, a foul or stoppage of play.

VIII. SPORTSMANSHIP

1. Sportsmanship is an important part of Intramural Sports.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. In addition, he/she will have to meet with the Director of Intramural Sports during office hours (Monday through Friday, 10:00 a.m. to 4:00 p.m.) before he/she is eligible to participate again. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Intramural Sports does not recognize the use of coaches. Only the team captain may speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc.).
6. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game.