

-Texas A&M University-
Department of Recreational Sports
INTRAMURAL SPORTS
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. **TEAMS & PLAYERS**

- a. All participants must meet the eligibility standards as outlined in the Rec Sports Handbook.
- b. **Number of Players:** A team will consist of three players on the court. Teams must have at least 2 players to begin and continue a game.
- c. **Team Roster:** All players must be listed on the scorecard and roster before they play. Rosters are unlimited. A team must have at least two players, but no more than three can be on the court at any time.
- d. **Substitutions:** A substitution can be made on any dead ball, but not after any made baskets.
- e. **Forfeits:** A team who has not filled out the scorecard and is not on the court ready to play at game time will be penalized one point per minute until the team is ready to play. After ten minutes a forfeit will be declared.
- f. It is the team captain's responsibility to ensure that the correct score for each game is recorded by the supervisor.
- g. **Jewelry:** Participants are not permitted to wear any visible jewelry. If participants choose to wear jewelry, it must be completely covered BEFORE arriving at the game site, with a band-aid or athletic tape. The Department of Recreational Sports WILL NOT provide band-aids or athletic tape to cover jewelry items. If covered, jewelry must remain flush with the skin and not be protruding out; this is for the protection of all participants.
- h. **Location:** All games will be played at the Student Recreation Center on the outdoor basketball courts in the Backyard. There will be 4 courts playing at the same time. All games at each time slot will begin at the same time (signaled by a whistle). Arrive at least 15 minutes prior to the start of your game to check in with the Intramural Supervisor.

2. **GAME FORMAT & TIME-OUTS**

- a. **Game:** Games will be the first team to 21 points, and leading by 2 or more. Games will have a 25-point cap. There will be a thirty-minute 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.
- b. **Time-Outs:** Only the team captain during a dead ball may call a time-out. Each team is allowed two-45 second time-outs. Time-outs will only stop play, and not the running 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. 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.

4. **SCORING**

- a. Each basket will count one point, with shots behind the “three-point line” counting as two points.
- b. **Out of Bounds:** The front and all four sides of the backboard are in-bounds, and the back of the backboard is out-of-bounds. The sidelines, baseline, and mid-court line are out of bounds.

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 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 one additional point awarded, and give the fouling team the ball at the mid-court line.
 - ii. Unsuccessful try: Ball given to offended team at top of the three-point line.
- d. All jump balls go to the defense.
- e. **Stalling:** Failure to attempt a shot in 30-seconds is stalling. Upon notification by an Intramural Supervisor this will result in a loss of possession.

6. **COREC MODIFICATIONS**

- a. Each team will consist of 3 players.
- b. To start and continue a game, 2 players must be present, at least one member of each gender.
- c. Each team will play 1 male and 1 female. The third player on the court may be of either gender.
- d. A team may never play with more than 2 members of either gender at any time.
- e. All female baskets will be worth 2 points.
- f. If a female is fouled in the act of shooting
 - i. Successful: Field Goal counts (2 points), award 1 additional point and give the fouling team the ball at the mid-court line.
 - ii. Unsuccessful try: Award 2 points and possession of the ball at mid-court to the offended team.

7. **RIGHTS OF THE INTRAMURAL SUPERVISOR**

- a. Intramural Supervisors are responsible for all aspects of the league play. **Any disputes will be settled by the Intramural Supervisor – all of their decisions are FINAL!**
- b. In the event of continuous rough play or disputes over foul calls, the Intramural Supervisor has the authority to confirm or overrule any call which has been made.
- c. The Intramural Supervisor has the right to eject any player for unsportsmanlike conduct or rough play. Any flagrant misconduct will result in an ejection from the game.
- d. Any participant that is ejected must set up a meeting with the appropriate staff member, as listed on the ejected player’s ejection notice.
- e. Any misconceptions not stated here will be determined by the Intramural Supervisor.