

## 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 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. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **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.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **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.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **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.
- l. **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.
- m. 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.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.
- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. 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.

- r. 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.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. 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 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 (2) 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 thirty (30) seconds is stalling. Upon notification by an Intramural Supervisor this will result in a loss of possession.

## 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 baskets made by a female will be worth two (2) points.
- f. If a female is fouled in the act of shooting:
  - i. Successful: Field Goal counts two (2) points, award one (1) additional point and give the fouling team the ball at the mid-court line.
  - ii. Unsuccessful try: Award two (2) points and possession of the ball at mid-court to the offended team.

## 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.**