

# **UT INTRAMURAL SPORTS PROGRAM**

## **3 ON 3 BASKETBALL RULES – FALL 2009**

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*Participation in UT RecSports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The RecSports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. UT does not provide personal health or medical insurance coverage for participants.*

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**\*\*The following is an abridged version of the 2008-09 National Federation Basketball Rules\*\***

### **GENERAL INFORMATION**

1. Participation is limited to currently enrolled, fee-paying UT students and faculty/staff members with RecSports Memberships.
2. Participants must present their VolCard or current RecSports Membership Card in order to participate. If the membership card does not have a picture, the participant will be required to show a government issued picture identification along with the membership card.
3. Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.
4. The court monitors have authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. Court monitors shall assume authority for the contest, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time or as soon thereafter as they are able to be present. The court monitor's jurisdiction extends through the official declaration of the game.

### **TEAM COMPOSITION**

1. Three (3) players are on the court at a time.
2. Two (2) players are required to start the game.
3. Participants can compete for only one single sex team, regardless of league classification.
4. Each team shall designate to the court monitors a team captain(s). If more than one player is designated, a speaking captain must be selected to make all decisions.

## **EQUIPMENT**

1. **BASKETBALL:** Teams may furnish their own game ball or check-out a game ball at the Welcome Desk in the TRECS. If a team wants to use their own game ball, it must be approved by the opposing team. If they are unable to agree, a basketball from the Intramural Sports Program will be the official game ball. The court monitor shall be the sole judge of any ball offered for play and may change the ball during play at their discretion.
2. **JERSEYS/SHIRTS:** Matching team jerseys are not required. Pinnies will be available for teams without matching jerseys.
3. **SHOES:** All players must wear gym appropriate footwear.
4. **PADS/BRACES:** No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
5. **HEADWEAR:** Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
6. **JEWELRY:** No jewelry, including livestrong bracelets, may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. **TAPING OF ALL OTHER JEWELRY IS NOT PERMITTED.**

## **THE GAME**

1. **LENGTH OF GAME:** The game will consist of two (2) halves of ten (10) minutes.
2. **TIMING REGULATIONS:** The clock will continuously run the entire game.
3. **COIN TOSS:** A toss of a coin or odds/evens will determine which team shall have the first choice. In the postseason, the higher seeded team will have first choice. The winning team shall decide to take the first possession or take the first possession for the second half.
4. **HALFTIME:** Halftime will be three (3) minutes.

5. OVERTIME: Regular season games can end in a tie. Overtime will only be played during the postseason. Overtime procedures will be as followed:
  - A. To start overtime, a coin toss will be conducted. The winner of the coin toss shall take first ball possession. If additional overtime periods are played, the order of possession will alternate each new period.
  - B. Overtime shall be a two (2) minute period with a running clock.
6. TIME-OUTS: There are no time-outs. In case of injury, time will be kept by the court monitor for the affected game.
7. GRACE PERIOD: Teams will be granted a five minute grace period from the original game start time if at least one (1) participant is signed in at game time. If the team gets enough to play before the five minutes are up, the game will begin and the other team will be awarded five (5) points. The game clock for the first half will be set at 8 minutes. The other team will also receive choice of first possession or first possession in the second half. If no players are signed in at game time, there is no grace period and the game will be declared a forfeit.
8. OPTIONAL GRACE PERIOD: After the original five minute grace period has expired, the opposing captain has the option of taking the win or waiting another five minutes. In the event the captain decides to wait, the decision is irreversible. If the team gets enough to play before this optional grace period expires, the game will begin and the other team will be awarded an additional (5) points. The game clock for the first half will be set at 5 minutes. The other team will also receive choice of first possession or first possession in the second half.
9. DEFAULTS: A default is an un-played game that is recorded as a loss but is not considered a forfeit. In order to receive a default, teams must have one less than the minimum number of participants required to play for that sport at game time or they must notify the Intramural Office of their inability to field the required number of participants for the game no later than 2:00PM on the day of the contest (once the default has been requested, it cannot be overturned). No forfeit fee is assessed for defaults; however, two defaults will result in the team being dropped from the league.
10. FORFEITS: If a team fails to appear for a scheduled game or match on time (or following the grace period) or does not have one less than the minimum number of participants required to start the game at game time (or following the grace period), a forfeit will be declared. If a team forfeits a contest, the captain's student account will be charged a \$20 forfeit fee, the team will be ineligible for postseason competition, and the team may be dropped from the league if there is a wait list team to replace them. A team with two forfeits will be automatically dropped from the league.

## **PLAYING RULES**

1. The imaginary “check line” shall be the 3 point line.
2. 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.
3. On defensive rebounds or steals, the ball must be returned to the check line. Whether or not the ball has been shot or has touched the rim does not affect this rule.
4. In the event the defense obtains possession and does not take the ball behind the check line and then attempts to shoot, the shot and any related activity will be disregarded and a turnover will result.
5. Ball possession changes hands after each basket, unless a foul is awarded.
6. Each team will be required to take a shot at the basket within 15 seconds after taking possession. Violations of this rule will result in an offensive turnover and possession for the defending team (This rule has been implemented to eliminate a team from stalling to retain possession near the end of the game).
7. Teams will call their own fouls.
8. A player cannot foul out of the game; however, he or she may be ejected for any cause by the court monitor if the individual’s actions are deemed flagrant.
9. Common fouls (non-shooting) shall result in a loss of possession for the offending team.
10. Offensive fouls shall result in disallowing a converted basket and loss of possession.
11. Shooting fouls with a missed basket shall result in retained possession.
12. Shooting fouls with a converted basket shall result in the basket counted and change of possession.
13. Substitutions may be made after a basket, foul, or stoppage of play.