

Texas Tech Intramural Sports

3-ON-3 BASKETBALL RULES

When: January 27 @ 4pm
Where: Basketball courts 6, 7 & 8
Divisions: Open
Eligibility: All participants must be eligible to participate in Texas Tech Intramural Sports. ALL PARTICIPANTS MUST SHOW THEIR TECH ID TO PLAY.

G E N E R A L

Current High School Federation rules will govern play. Intramural policies, procedures, eligibility requirements, etc. and specific tournament rules shall take precedent.

1. Half court game played by two teams of three players. **Playing time shall be 16 minutes running clock or 21 points, whichever comes first.** All baskets will count as two points unless a successful three point try.
2. **There are no time - outs.**
3. Teams should decide before the game who will have first possession.
4. A team must have two players on the court ready to play at game time or the team will forfeit. GAME TIME IS FORFEIT TIME.
5. **Overtime Procedure:** A "sudden death" period will begin immediately with the first team to score declared the winner. The team that started the game on defense will begin with the ball.
6. The imaginary "check line" shall be the top of the key. To start the game, after a score, or after a foul is awarded, a player **must pass** the ball in from the check line, all balls must be checked by a defensive player.
7. On any change of possession (defensive rebounds or steals), the ball must be returned to anywhere beyond the Three Point Line and the player in possession of the ball may maintain control and attempt to score. The player in possession must have at least one foot completely behind the Three Point Line before the ball can be advanced.
8. Substitutions may be made after a basket, or any stoppage in play.
9. An individual cannot foul out of a game but may be ejected by the intramural staff. Flagrant fouls and/or any act of misconduct, physical or verbal, directed towards any individual, will result in an immediate ejection. All disciplinary situations involving individual(s)/team(s) will be reviewed.
10. **Players must call their own fouls. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the offensive player is not in the act of shooting or does not score on the shot when fouled, possession is retained and ball is checked in at the top of the key. All offensive fouls result in change of possession. ALL PLAYERS ARE ENCOURAGED TO PLAY WITH THE SPIRIT OF FAIR PLAY AND GOOD SPORTSMANSHIP.**
REMEMBER: Defensive calls all offensive violations (stalling, traveling, double dribbles, etc)
11. To avoid "stalling" situations, the closely guarded rule will be in effective. If a defensive player is within 6 feet of an offensive player with the ball, the offensive player has 5 seconds to dribble or pass the ball off.
12. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player.