2011 UTHSC 3v3 Basketball Rules

I. Players

1. Men's/Women's Teams
   1. The game shall be played between two teams of three players each.
   2. A team may begin a game with a minimum of two players.
   3. Both participants and fans are subject to the rules of the game.
2. Co-Rec Teams
   1. The game may be played with two male and one female, or one male and two female players.
   2. A team may begin a game with a minimum of two players but must have at least one male and one female to start.

II. The Court and Ground Rules

1. Ground Rules
   1. The game is played on a half court.
   2. In addition to the end line and the two side lines, the half court line is out of bounds. Any ball/player touching on or beyond this line shall be considered out of bounds.

III. The Equipment

1. The ball shall be a regulation leather ball for men. Women shall use a regulation women's leather ball. Co-re shall use a women's leather ball unless both teams agree on using a men’s leather ball.
2. Jerseys: Players of opposing teams should try to wear contrasting colored jerseys.
3. Players
   1. Athletic shoes must be worn by all players.
   2. Types of equipment or substances which will be declared illegal include: jewelry, headgear, any slippery, sticky foreign substance on any equipment or exposed part of the body, and any equipment which includes computers or any electronic or mechanical devices (i.e. bullhorns) for communication.
   3. Leg and knee braces made of hard, unyielding material (unless covered on both sides and all edges overlapped with at least 1/2 inch of protective material) will be declared illegal.

GENERAL RULES

IV. Scoring

1. A goal is made when a live ball enters the basket from above the rim and passes through. No goal is scored if an untouched throw-in goes through the basket.
2. All baskets attempted in front of the “three point” line are worth 1 point, shot attempted behind the three point line are worth 2 points.
3. Co-Rec Exception: Baskets scored by women are worth 2 and 3 points.
V. Timing Regulations

1. Playing Time
   1. All games will be played to 21, win by 2 capped at 30.
2. Time-Outs
   1. There are no time-outs, unless an injury occurs.

VI. Substitutes

1. Substitutes may enter the game at any time that play is stopped (any dead ball situation).

VII. Start of Play

1. All players must check in with IM Staff and show their student ID
2. A coin toss/P.R.S. shall be used to determine which team starts the first game with possession of the ball.
3. After any dead ball situation, the ball must be "checked" by the defense from the top of the 3-point arc. If a ball is not "checked" by the offense to start play, the ball is turned over to the defense.
4. After the ball is "checked", the ball **must** be passed in to start play. Failure to pass the ball to start play results in possession for the other team.
5. After a change of possession, the ball must be taken back behind the top of the 3-point arc extended before a shot may be attempted. If a team fails to clear the ball past the top of the 3-point arc extended and then attempts a shot, the ball will be given to the defense.
6. Change of possession = ANYTIME the ball is turned over by the offense to the defense. (Includes steals, “airballs”, rebounds, etc)

VIII. General Game Rules

1. All players must call fouls and violations as necessary to keep the game in control. If teams cannot agree on a call, they may ask the observing referee to settle the dispute. The referee’s call is final.
2. Only the player who was fouled may call fouls or violations. **Bench players, teammates, or spectators may not make such calls.**
3. The IM Staff has the authority to end any match which, in their judgement, has gotten out of control and poses a dangerous situation for the players.
4. There are no free throws. Any foul, shooting or non-shooting, results in the team that was fouled getting possession of the ball.
5. All held-balls (jump balls) result in possession being awarded to the defense.