



3 v 3 Basketball Intramurals Tournament



Layout

- Games will consist of ten minutes or a score to 11
- Each team consists of a max of 4 players, 3 players on the court at a time
- ½ court
- Mixed

Tournament Play

- Guarantee of 2-4 games (schedule & # of teams dependent)
- Round robin tournament style
- Crossover following pool play for semi finals
- Winners of semis move on to finals

Tournament Points

Points will be awarded:

- Win = 2 points
- Tie = 1
- Loss = 0

In the event of a tie in the overall standings to advance to the playoffs, the following will determine which team will advance:

- Points for
- Points against
- If there is a tie in the overall standings to advance, goals for & against will be considered to break the tie. If there is still a tie, there will be a mini sudden death shoot out of foul shots until we deem a winner.

Points

- 2 points for anything behind the arc
- 1 point for anything inside the arc

Rules of the Tournament

- **All participating players must be members of the ARC. Membership Cards will be checked prior to registration**
- Gym time is limited you must be punctual. Arriving before your designated start time.
- The game times will all consist of ten minutes or a score to 11.
- The first team to score a free throw will start with the ball. Rock/Paper/Scissors will determine which team shoots first.
- Change of possession, the ball must be cleared outside the arc, including an air ball.



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- Once a team scores, the opposing team gains possession at the top of the court.
- Ball must be 'check in' before playing.
- In case of a tie after regulation time, the game will remain a tie.
- Gym time is limited, you must be punctual.
- Each team must have a minimum of 3 players dressed and a max of 4 at the time of their scheduled game or the game will result in a forfeit.
- Subs can occur on a dead ball.
- Teams have one 30s timeout per game.
- Absolutely zero tolerance rule - no fighting, swearing, body checks, offensive language

Fouls:

- Offense calls fouls
- After a foul is called, if not in the act of shooting, ball is checked outside the arc to resume play

In the act of shooting

Successful attempt:

- The shot counts and 1 free throw will be awarded.

Unsuccessful attempt:

- 1 free throw if the attempt was inside the arc
- 2 free throws attempt was from behind the arc.

The ball is live on an unsuccessful free throw

- Out of bounds, the ball will check at the top of the court.

List of fouls:

- **Blocking** – A personal foul caused when the defender makes illegal personal contact with an opponent who may or may not have the ball. Blocking is called when the defender impedes the progress of the opponent.
- **Charging** – A personal foul occurring when an offensive player makes contact with a defender who has already established a set position. A player with the ball must avoid contact with a stationary defender by stopping or changing direction.
- **Elbowing** – It is a violation for a player to swing the elbows excessively.
- **Flagrant Foul** – A personal or technical foul, which is violent in nature. Examples are fighting, striking, kicking, or kneeling an opponent.
- **Hand Check** – A personal foul caused by a defender making repeated contact with her hands on her opponent.
- **Holding** – A personal foul caused by illegal contact with an opponent, which interferes with his freedom of movement.
- **Intentional Foul** – A personal or technical foul, which keeps the opponent from capitalizing on an advantageous situation. It could be contact away from the ball or



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contact when a defender is not making a legitimate attempt to play the ball or a player. It also occurs when a player causes excessive contact with an opponent.

- **Offensive Foul** – A foul caused by an offensive player, usually in the form of charging.
- **Personal Foul** – Illegal contact with an opponent while the ball is live, which hinders the opponent's offensive or defensive movement. A personal foul also includes contact by or on an airborne shooter when the ball is dead.
- **Technical Foul** – A non-contact foul by a player; an intentional or flagrant contact foul while the ball is dead; or a violation charged to the head coach because of violations on the sideline or from bench personnel.
- **Team Foul** – Any foul charged to a team. Once a team reaches 7 team fouls, its opponent is in a bonus free throw situation.