3 on 3 Basketball Tournament

Participation Warning
There are inherent risks of mental and physical injury in Intramural Basketball; therefore you may be mentally and/or physically injured by participating. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of basketball as established by the Intramural Sports Program.

Intramural Policies

Eligibility: All students participating in the tournament must be currently enrolled at Windward Community College.

Bleeding: During any basketball game, if a supervisor, scorekeeper, or official detects a participant who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the game shall be stopped. The participant must receive medical attention. In order for the participant to continue to play, the bleeding must be controlled, the wound covered, and clothing changed if needed.

Jewelry: No jewelry may be worn while participating in games. The following is considered jewelry: watches, bracelets, earrings, rings, necklaces, chains, and headgear (barrettes, plastic clips, hats, etc.). Note: Head-bands or bandannas may be worn.

Sportsmanship: Unsportsmanlike conduct will NOT be tolerated. Any person may be ejected from a game and playing area at any time without warning for unsportsmanlike conduct. If a player is ejected during a tournament game, that player will miss their next scheduled game. Any player who receives three or more technical fouls during tournament play will be required to miss their next game before he/she can continue to play. For each additional technical foul received, he/she must miss another game.

Identification Requirements: All participants must present their UH or WCC ID to an Intramural Supervisor and/or Scorekeeper each game. If they do not have their ID, they will not play.

Rules of Play
National Federation Rules will govern play with the following exceptions:

Team Regulations
Three players will constitute a team. Teams may have no more than six players on their roster. Two players are required at the start of the game to avoid a forfeit.
Additions to the roster may be made throughout league play; however, a player may not play for more than one team in the same division. New players must be added to the roster prior to playing. One you have filled your roster, you will not be allowed to add or remove any players from it. Rosters will be closed once a team’s first scheduled tournament game has finished.

**Equipment and Jerseys/Clothing**
1. A game ball will be provided; however, teams are to furnish their own practice balls and will NOT be allowed to use the game ball during warm-ups or half-time.
2. Players are strongly recommended that a mouth piece be worn.
3. All players must wear non-marking gym shoes.
4. The Intramural Sports Office will provide jerseys for team identification.
5. Jeans of any sort will not be allowed.

**Playing Time**
1. Contests will be the first team to score 20 points. You must win each game by two points.
2. Teams with less than three players will be given a five-minute leeway. A forfeit will then be assessed to teams with less than three players.
3. Each team shall have one time-out per game. Time-outs are 30 seconds.

**Officials**
A supervisor/score keeper will be provided for each game. The supervisor/score keeper has jurisdiction over each contest with the authority to eject players, and/or spectators from the playing area or building for abusing the rules and/or any unsportsmanlike behavior.

**Game Rules**
1. A supervisor/scorekeeper will be provided for each court. The **offensive player calls all fouls**. If an agreement cannot be reached, the supervisor/scorekeeper has the authority to make the final decision and to enforce the rules and regulations governing 3-on-3 basketball.
2. The supervisor/scorekeeper shall toss a coin in the presence of the opposing managers, after first designating which manager shall call the toss. The team winning the toss will get first possession of the ball for game one and game three (if needed).

- “Make or take”
- The “check line” shall be the top of the key and outside the lanes. After each change of possession, including air balls, steals, etc., a player must clear the ball across the check line in order to advance the ball to score.
- There will be no three pointers
- If a team scores without the ball crossing the “check line,” this is a violation and the ball is awarded to the other team and the points will not count.

3. **All sportsmanship technical fouls count as personal fouls and as a team foul. You can have a total of 5 fouls, you must exit the game after the last foul.**
4. 5. Any foul called will be considered a team foul. Fouls committed while shooting will not result in a free throw, you will take the ball out above the key.
5. All aggressive plays (charging) will result in an offensive foul, no exceptions!! Change of possession immediately.
6. If a foul occurs while a player is in the act of shooting and the basket is made then there is no foul. The basket would count.
7. Any offensive foul shall result in disallowing the basket.
8. All substitutions can only be made during a dead ball situation. Substitutions must report to the score table, kneeling down, and wait to be beckoned on the court by the official. Illegal substitutions results in a technical foul (two foul shots, plus the ball for opposing team).