



Campus Rec 3x3 Basketball Rules

General

1. Rules follow the Official FIBA 3x3 Basketball Rules. Leagues will follow these rules for anything not listed.
2. All players must present their valid U of S student card to participate in any Campus Rec sports league.
3. Substitutes are allowed during the regular season and must have their valid U of S student card present.
4. There is a maximum of two staff/faculty allowed per team and they must pay a \$75 recreation fee in order to play.
5. In order to be eligible to play in playoffs, players must have been present for at least 50% of games for the team they are registered on.
6. Treat all opponents and recreation staff with respect.
7. Jewelry such as watches and necklaces must be removed prior to game start for player safety.
8. Current U of S Huskie Basketball players (roster or red-shirt) are not eligible to play in Campus Recreation basketball leagues. Any team who uses one of these players will default any/all games that this player played.
9. Designated home teams wear light colours and away teams wear dark colours.
10. Defaulted games will be recorded as a score of 21-0 in favour of the non-defaulting team. For more information on defaults, forfeits, eligibility, etc., see League Rules page.

Players

1. All games are 3 vs 3.
2. Team rosters may consist of a minimum of three and maximum of 10 players.



3. As this is a Co-ed league, players of any gender are permitted to play, and there is no minimum number of players of any gender who must be on the court at any time.
4. Games may not start unless each team has two players. If a team only has the minimum two players, this does **not** mean that the opposing team must play down one.
5. A game is defaulted if a team does not have three players, 10 minutes after the scheduled start time. Teams may continue play for the sake of time, but the game score will be recorded as a default regardless of any points scored.

Substitutions

1. Substitutions are unlimited, and the ball must become dead before substitutions are allowed.
2. The referee does not need to be informed of any substitutions, and no action by the referee is required for substitutions.

Scorekeeping

1. On-Site Supervisors will provide teams with score boards. Both teams are responsible for keeping score for one half of the game.

Rules

1. Games are played half-court using the three-point line.
2. Games consist of two 20-minute straight time halves, with a 5-minute halftime break.
3. Shots inside of the three-point line are worth one point. Shots outside of the three-point line are worth two points. Free throws are worth one point.
4. Violations, including double-dribbling, travelling, out-of-bounds, and non-shooting fouls, result in possession via check-ball for the opposing team. A proper check-ball consists of the defensive player passing the ball to the offensive player, who is behind the three-point line at the top of the court.



5. After a made basket, missed basket, or turnover, the opposing team must clear the ball by taking it anywhere outside of the three-point line (by passing or dribbling) before they can score. Failure to do so will result in possession for the opposing team.
6. Each team is allowed one time-out per half. Time-outs must be requested when the ball is dead.
7. The game starts with a coin flip (preferred), or rock, paper, scissors. The winner may choose to start on offense or defense. Halves are started with teams occupying the opposite position (i.e., offense or defense) they started the game in.
8. Team fouls are accumulated. Once a team accumulates seven fouls in a half, a bonus will be rewarded. When a team is in "Bonus", all fouls are considered shooting fouls which result in two free throws awarded.
9. Fouls on shots inside the three-point line get one free throw, and fouls on shots outside of the three-point line get two free throws. One free throw is awarded if a shot is made despite being fouled, both inside and outside of the three-point line.
10. Unsportsmanlike fouls will result in two free throws being awarded to the opposing team. The offending team will lose possession of the ball. These fouls include aggressive contact made with intent to play the ball.
11. Two technical fouls will result in an automatic ejection of the player(s). **One** free throw will be awarded to the opposing team per technical foul. **After the free throw, possession will be given to the team who was in possession at the time of the technical foul(s) via check-ball.** These fouls include excessive verbal abuse towards opposing players or officials or aggressive contact made with intent to harm.