

Florida Southern College
3 on 3 Basketball Short Court Basketball
Fall 2011

Rules

1. Team Requirements and Equipment

1.1 A team shall consist of 3 players. You must have all three players in order to start. All players must be checked in with the intramural supervisor before they are allowed to participate. They must show a valid FSC ID at every game.

1.2 Rosters may have as many people as needed. The intramural staff only recommends 5-10 players.

1.3 Casts and/or any other item deemed to be dangerous by the official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

1.4 Any other questions please contact the intramural coordinator or check the intramural website for the intramural managers packet.

2. The Game

2.1 Games will consist of two halves of thirteen minute running clock with a 2 minute half time. The clock will only stop the last two minutes of the second half. Games tied after the end of regulation will result in a two minute running clock overtime period. The clock will only stop on injuries, official's time outs, and team time outs.

2.2 A jump ball at the beginning of the game will determine possession. If there is an overtime period, the official will administer a jump ball.

2.3 Each team will receive two time out per half. Time outs do not carry over to the 2nd half. If a game goes into overtime, teams will not receive a time out.

2.4 Substitutions may only take place on a foul, team time out, injury or official time out. No "changing on the fly." Players must check in with the score table before going into the game.

3. Scoring

3.1 Scoring in 3 on 3 Basketball will be as follows.

All baskets will be worth one point.

4. Fouls

4.1 Officials will call fouls and the scorekeeper will keep score. Each individual will get 5 fouls before they foul out of the game. Free throws will be awarded and teams will need to line up like the same as in 5 v 5.

4.2 If a player receives a technical foul that will count as two fouls. Any player that receives two technical fouls in one game will automatically be ejected. Any team that receives three technical fouls in any game will automatically have to forfeit the game.

4.3 The non-technical foul team will receive an automatic point and the ball.

5. Officials

5.1 There will be two official and one scorekeeper per game. The official will call all fouls and be in charge of game control. The scorekeeper will be in charge of the score and fouls. If a problem does occur please contact the court supervisor.