

## Paint Crew 3v3 Basketball Tournament Spring-2009

### Basic Policies

**Forfeit:** GAME TIME IS FORFEIT TIME! A team must report to the game site and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Paint Crew Staff will be responsible for calling a forfeit.

**Sportsmanship:** All teams and participants are expected to conduct themselves in a manner that reflects the good sportsmanship expected of them by The Paint Crew at all events. Any problems with this rule will be dealt with by Paint Crew Staff and could result in your team being eliminated.

**Conduct:** All participants are expected to play according to the rules of the Paint Crew and University Regulations. The staff of The Paint Crew reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, The Paint Crew Staff has the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**Eligibility:** A participant may play for only one team throughout the entire tournament.

### Equipment

**Shoes:** Each player must wear athletic shoes. No boots, street shoes, or shoes with marking soles will be permitted.

**Jerseys:** All individuals participating must wear a shirt or tee shirt. It is recommended that each team's shirts be of the same color.

**Balls:** Men will use a regulation men's basketball. Practice balls may be checked out at the RSC Equipment Center.

### Game Regulations

**Players:** An official team shall consist of three (3) players on the court. A game may be started and continued with a minimum of two (2) players.

**Game Length:** First and Second round games will have a 15 minute time limit. Starting in the third round, there is a 20-

minute time limit per game. The clock will not stop. Teams receive NO timeouts.

**Overtime:** If the game is tied after the time limit has been reached, a three (3) minute overtime will be played. If the game is still tied after the overtime time limit has been reached, sudden death overtime will be played. The first team to score will be declared the winner. A coin flip will determine first possession.

**Officials:** This is a self officiated sport. Teams are responsible for the officiating of their own contests. The defense will call violations and the offense will call fouls. The offended team gets possession of the ball at the top of the key. If a player is fouled in the act of shooting and makes the basket, the basket counts and the team retains possession. Players will not foul out of a contest. However, excessive or intentional fouling is not in the spirit of the game. The IM Staff may disqualify a player guilty of excessive, flagrant or intentional fouling.

**Playing Area:** Indoor Basketball will be played in a RSC gym. All games will be played on a ½ court playing surface.

### Sport Specific Rules

**Scoring:** All two-point field goals are worth two (2) points and three-point fields goals are worth three (3) points. There are no free-throws in 3v3 play. Score will be kept on the court if a scorekeeper is not available.

**Illegal Equipment:** All jewelry must be removed before playing. This includes earrings, necklaces, watches, and rings. No hats are to be worn. Any equipment that in the official's judgment would be injurious to participants is illegal to wear.

**The Game:** All 3v3 basketball games are half court with normal boundaries plus the mid court line defining the playing area. A coin flip or shot prior to the game will determine first possession of the ball. Defense gets possession after a score (NO “make-it-take-it”). On a change of possession, steal, rebound, etc., the defensive team must take the ball outside the 3-point arc to establish itself as the offense. Even on an air ball, the defense must take the ball outside the arc. After a score, foul, or out of bounds the offense will begin possession at the top of the key.

**Substitutions:** Teams may substitute at any dead ball during the game as long as no advantage is taken of the situation.

**Slow Play:** There will be no shot clock. However, it is a violation to “stall” or attempt to “freeze” the ball during play. Teams are expected to develop their own pace of play and maintain this throughout the contest.