

# 3 X 3 BASKETBALL



**GUGC SPORT**

## **1. Players**

- 1.1 The competition is only open to anyone over the age of 17 years.
- 1.2 Teams may nominate a maximum squad of 10 players.
- 1.3 The competition format will be 3-a-side.

## **2. Team shortages and fill-in players**

- 2.1 Once a player has played 3 games for their nominated team they are considered qualified for that team.
- 2.2 A player must play a minimum of 3 games to qualify to play in the finals series.

## **3. Competition**

- 3.1 The competition will run for 6 weeks in total. Preliminary rounds will be conducted in the first 5 weeks. Semi Finals and finals will be held in the sixth week.
- 3.2 The weekly draw will be available online using your Spawtz account.

## **4. Match Accreditation/Fees**

- 4.1 Players must sign in with the social sport convenor 10 minutes before each game.
- 4.2 Match fees are \$65/player/trimester.

## **5. Competition Points**

5.1 Competition Points towards the premiership ladder will be awarded as follows:

- 3 points for a win or an awarded forfeit
- 2 points for a draw
- 1 point for a loss
- 2 points for a bye
- 0 points for a forfeit (score recorded as 20-0 loss to forfeiting team)

5.2 In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.

5.3 The finals format will be dependent on the number of teams and will be confirmed once the competition has commenced.

## **6. Captain's Responsibilities**

It is the captain's responsibility to:

6.1 Ensure that your team members have all accredited and are ready to take the court on time.

6.2 Ensure all outstanding fees are paid by the closing date.

6.3 Control team behaviour both on and off the court

6.4 Check the draw each week for game times and inform team members.

## **7. Equipment and Uniforms**

7.1 Only a ball supplied or approved by the Competition Manager shall be used.

7.2 Players must wear appropriate footwear, definitely no bare feet or shoes that mark the court.

7.3 All teams should play in matching coloured shirts. This not only looks better, it also helps the referee to distinguish teams.

## **8. Jewellery & Nails**

8.1 No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

8.2 Nails should be short and rounded. If a complaint is made to the umpire or staff, player's may be asked to tape their nails or asked to wear netball gloves (Not supplied).

## **9. Blood & Injury Time**

9.1 If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

9.2 Injury time is only replayed in semi-finals and finals.

## **10. Umpires**

10.1 The umpire's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the umpire may warn the offending player, or send them from the court for a specified time.

10.2 The umpire also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.

10.3 Under no circumstances does the Student Guild tolerate the abuse of our umpires. If a player or team has a problem with an umpire, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre permanently.

10.4 The umpire's decision is final in all matters relating to the game. At no time during a game should a player question an umpire, however at a break, a player may ask for clarification of a rule.

## **11. The Game**

11.1 Unless otherwise stated the general basketball rules apply.

11.2 Matches will consist of 2 x 10 minute halves with 2-minute half-time break.

11.3 Prior to the start of the match the referee will call the 2 captains aside for the toss. The winner will have the right to start the match.

11.4 A female player cannot get blocked by a male player when attempting to shoot in the key.

11.5 Each player is allowed 4 personal fouls only.

11.6 Player substitution is permitted during any dead ball situation.

11.7 If the score is within 10 points or less the clock will stop on every whistle in the last minute of the game.