

# **SOCIAL SPORT HANDBOOK**

**3x3 BASKETBALL**



# RULES AND REGULATIONS

## PRE-GAME

- The game will be played on a half of a traditional basketball court with only 1 basket.
- Each team shall consist of no more than 4 players (3 players on the court and 1 substitute).
- A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- No team may take the court with fewer than 3 players, and 3 players shall be on the court- at all times.
- Teams are expected to wear a uniform of similar coloured shirts.

## COMPETITION POINTS

- At the conclusion of the game, the winning team will be allocated 2 competitions points and the losing team 0 points. There will be no draws.
- A team shall lose by forfeit if the team is not present on the playing court with 3 players ready to play at the scheduled game time. The winning team shall be allocated 2 competition points and forfeiting team 0 points. If a team forfeits on three occasions they will be removed from the competition.

## GAME PLAY

- To play the ball after a change of possession, the ball must be cleared by dribbling or passing the ball anywhere outside the 3-point arc.
- Following a successful basket or last free throw:
  - a) the non-scoring team shall be awarded the ball underneath the basket and resume play by clearing the ball outside the 3-point arc.
  - b) The defending team may not play at the ball inside the “no-charge semi-circle”.
- Following an unsuccessful basket or last free throw:
  - a) If the attacking team gains possession of the ball they do not have to clear the ball.
  - b) If the defending team gains possession of the ball they must clear the ball outside the 3-point arc.
- In the event of a jump ball situation, the game shall resume with a check-ball to the defending team.
- There are no stoppages after scoring, no quarter time or half time breaks.
- Substitutions can only be made when the ball becomes dead ball prior to a check-ball or free throw.

- The ball is out of court when it touches the ground or an object outside of the playing area, or when it is held by a player who makes contact with the ground or object outside of the playing area. This includes the net separating courts.

## SCORING

- Each game is first to 21 points or best score after 12 minutes.
- If the scores are tied after regular time, overtime shall be played. The first team to score 2 points in overtime wins the game.
- Scoring will be aligned with regular 3v3 rules; 1 point for a made shot inside the 3-point arc, 2 points for a made shot outside the 3-point arc, and 1 point for a made free throw.

## INFRINGEMENTS OR FOULS

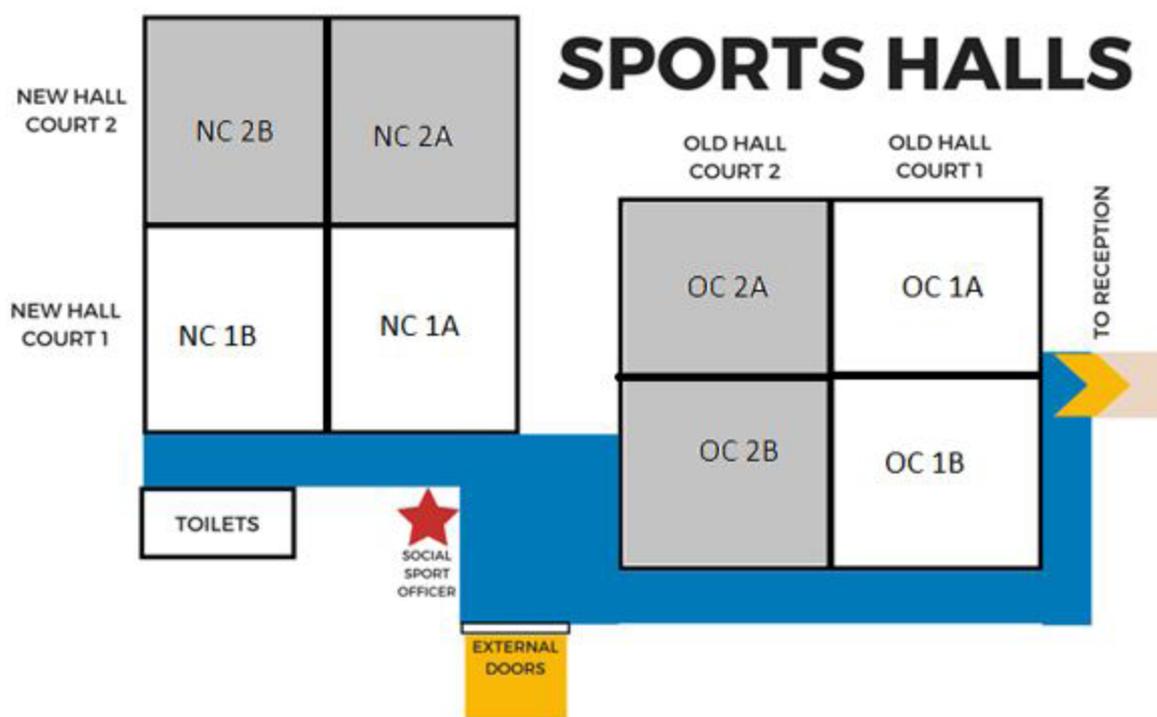
- Each team is permitted 6 fouls per game before the penalty comes into effect. Each foul committed on or after the 7th will see 2 free throws awarded to the non-offending team.
- There are no personal fouls recorded except for disqualifying fouls (Technical and Unsportsman-like). If a player receives two disqualifying fouls they are immediately removed from the game.
- **A player or spectator from each team needs to keep a tally of fouls toward their team.**
- Fouls committed in the act of shooting the ball will be awarded accordingly; 1 free throw for an attempted shot inside the 3-point arc, and 2 free throws for a shot attempted outside the 3-point arc. If the shot attempted is made, the basket will count, and an additional free throw awarded.
- An attacking player remains inside their attacking key for more than 3- seconds. This will result in a turnover at the top of the arc.
- A foul will be self/team- called if:
  - a) A defending player makes excessive contact with the body or arms of an attacking player, outside of the defensive cylinder (defensive foul).
  - b) An attacking player uses their forearm against a defending player to create space (offensive foul).
  - c) An attacking player makes excessive contact against a defending player who has already gained stationary position in front of them (offensive foul)

# GAME DAY INFORMATION

## DRAW

- The draw will consist of two 20-minute time slots and the court in which you will play on. Each team will play 2 games per week.
- Games will be either at 12.10pm and 12.35pm, or 1.10pm and 1.35pm.
- 8 weeks of games: 1 week of intro rounds, 6 weeks of games, 1 week of finals.
- If there are any issues with time slots, please inform ANU Sport before the start of the competition.

## FIELD LAYOUT



## TOILETS AND CHANGEROOMS

- Toilets are located within ANU Sport. There are female and male identifying toilets and a disabled toilet located in the new hall and building 19.

## PARKING

- Parking on-site is pay parking – you can pay with coins or credit card or via the CellOpark App. Parking is hard to find on campus so it is suggested to car-share and arrive early to find a park.

# CODE OF CONDUCT

All players and spectators must adhere to the following guidelines when participating in the ANU Sport Social Sport competitions. Penalties will apply for any breach of the Code of Conduct.

- Abide by the rules of the match and competition.
- Behave in a positive manner at all times and do not direct physical or verbal abuse to officials, spectators or other players at any time.
- Encourage and support honest effort, skilled performance and improvement.
- Respect your opponents if you need to forfeit- do it as early as possible.
- Show respect for opponents and their skills.
- Respect any official's decision as final.
- Condemn the use of violence in any form.
- Leave the area tidy after each match.

ANU Sport is committed to creating a welcoming and safe space for all participants of social sport.

- ANU Sport supports and promotes the inclusion of transgender and gender diverse people to participate in social sport.
- Participation in social sport is based on a persons affirmed gender identity and not the gender they were assigned at birth.

**ANU SPORT STAFF HOLD THE RIGHT TO REMOVE PLAYERS / TEAMS FROM ANY MATCH OR COMPETITION IF FOUND IN BREACH OF THE CODE OF CONDUCT.**

# FAQs

## FIXTURES, LADDERS AND RESULTS

All fixtures ladders and results will be emailed out weekly. An online copy will also be available after the first week of games via Fusesport.

## GAMEDAY PROCEDURES

Teams should arrive at the venue 15 minutes prior to their game time.

## LUNCHTIME COMPETITION DURATION

3x3 Basketball- 2x 12-minute games per timeslot.

## FIRST AID

In the event of any injury- there will be an ANU Sport staff member monitoring the competition who can assist- or head to ANU Sport reception.

- Ice is located at ANU Sport reception
- Any injury that causes someone to come off the court or require ice will require an incident report to be filled out.
- When playing an ANU Sport social sport a person is covered under ANU Sport's insurance policy.

## COMPETITION CONTACTS

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**ANU Sport Reception**

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