# ATILIM UNIVERSITY DIRECTORATE OF SPORTS

#  14TH PRESIDENCY CUP 3X3 BASKETBALL TOURNAMENT GAME RULES

1. Atılım University students, academic and administrative personnel, and alumni may take part in the 14th Presidency Cup Basketball Tournament.
2. Participants are required to be wearing gym shoes and appropriate clothing. Teams are required to have a white and a dark colored t-shirt for each game. Teams without them will lose the relevant game automatically.
3. Each player may only participate in one team.
4. Games start after sweepstakes.
5. Teams will have 3 minutes to warm up.
6. Teams not playing a total of 2 games will be disqualified.
7. Teams are to consist of 4 players (3 main players, and 1 substitute player). Teams are required to present a list of players during the application. Players not included in the initial list may not take part in the tournament.
8. Games will consist of three-person teams, and a single hoop.
9. Teams are required to be ready and at the court 10 minutes in advance.
10. Teams unable to start with their 3 players will automatically lose the game.
11. Teams unable to enter the field within 3 minutes into the game will automatically lose the game.
12. If any player is out of the game as per the rules, teams may continue playing with two players. Teams with only one player remaining will automatically lose the game.
13. In case of an automatic loss, the score is set to 15 – 0 and for the team still in the game.
14. Players with two technical and/ or two unsportsmanlike fouls will be disqualified from the tournament.
15. If a player’s bleeding after an injury cannot be stopped, the player has to leave the game. The player cannot rejoin the game until their bleeding stops.
16. A team must shoot the ball at the hoop within 12 seconds of gaining control of the basketball. Otherwise, the opposing team will gain the right to attack.
17. The team scoring 21 points wins the game, or the score finalizes as the match score after 10 minutes.
18. In the event of a tie, games will end in an overtime. There will be a 1-minute break before the overtime begins. The first team to score 2 points within the overtime wins the game.
19. Substitutions may be possible after a team scores, or when the game stops.
20. \* After each successful throw or the last free throw (except in subsequent ball control movements):
* A player from the scoring team will continue the game by dribbling or making a pass, directly under the hoop (not behind the end line) somewhere behind the arc in the field.

\* After each successful throw or the last free throw (except in subsequent ball control movements):

* If the offensive team rebounds the ball, they may continue to attempt to score without getting the ball behind the arc.
* If the defensive team rebounds the ball, they are to get the ball behind the arc (either by passing or dribbling).
1. For fouls committed after 5 team fouls (when a 6th foul is the case), 1 free throw is awarded. Fouls 7, 8 and 9 will always be penalized with 2 free throws. The 10th foul and subsequent fouls will be penalized with 2 free throws and possession.
2. Unsportsmanlike and disqualifying fouls count as 2 fouls. A player's first unsportsmanlike foul will be penalized with 2 free throws but the other team will not regain possession. All disqualifying fouls (including a player's second unsportsmanlike foul) will be penalized with 2 free throws and a possession switch.
3. If no points are scored after the attack, and if the rebounding team is defending, the team is to go outside the 3-point line to counter. If the offensive team gets rebounds, the match continues without the requirement to go beyond the 3-point line.
4. A regular three-pointer will score 2 points, a regular 2-pointer, and a foul score will each score 1 point.
5. Teams are entitled to 1 timeout of 1 minute for each game.
6. In the case of a basket-foul, the point counts and a foul shot is awarded.
7. When the right of possession cannot be determined, the ball goes to the team taking its turn, as per the starting priority.
8. Negative actions other than fair play during the match will be punished by the referee as an automatic loss. In the event of repeated infractions, the relevant team is eliminated from the tournament.
9. The fixtures and standings of the basketball tournament will be announced and updated on the official page for Atılım University Directorate of Sports (http://spor.atilim.edu.tr). Teams are required to stay updated on their game days and times.
10. Regarding the rules not written here, the referee's decision during the match and the decisions of the Directorate of Sports in other cases are valid, and the participants in the tournament are deemed to have accepted these rules.
11. Each team participating in the tournament is deemed to have accepted the items written here.