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**DIRECTORATE OF**

**SPORTS**

ATILIM

UNIVERSITY

**ATILIM UNIVERSITY CHAMPIONSHIP**

**GAME RULES FOR THE INTER-FACULTY 3x3 BASKETBALL TOURNAMENT SPORTS FEST**

1. All players of teams applying for the Basketball Championship are required to be from the same school. Teams with players from different schools are not allowed.
2. Only student teams are allowed, teams with our academic and personnel staff, or athletes from outside of the University are not allowed.
3. Only 1 player from the basketball teams of the University may participate in the teams.
4. In case of student injuries during a game, in the case where the injured student is issued a medical report from the Health Care Center of the University stating that they may not play for at least 1 month, their team is allowed to recruit a new player.
5. Multiple teams from the same school may apply. In that case, a school league is held first.
6. If a single team applies from a school, the applying team directly qualifies to play in the Championship.
7. Preparatory school students may form teams representing their schools, or the preparatory school. Such students are required to declare accordingly, and a such declaration deems them unable to switch teams.
8. After the completion of school leagues, a transfer period of 1 week begins. During this period, teams participating in the Championship may transfer players from the eliminated teams of their School League, within limits with respect to the sports field in question; but they may not increase the number of players in their team.
9. Student identity cards of players are to be given to the match referee before each match. Student identity cards serve as a substitute for licenses, and a student unable to present their identity card at a game may not participate in that game.
10. The Championship takes place among a total of 10 teams representing schools and vocational schools of Atılım University.
11. Each school may apply with a maximum of 8 teams. If the number of applications exceeds 8 teams, a draw is held to determine the 8 participating teams.
12. Each team is required to involve at least 1 woman player.
13. Teams are required to participate in games with their sneakers and appropriate clothing. Teams are required to have one white and one dark-colored t-shirt for each match. Failure to have these results in a default loss.
14. In the tournament, each player may only play for a single team.
15. The match begins with a draw.
16. Teams have a 3-minute warm-up period.
17. A team that does not appear in two matches is disqualified from the tournament.
18. Teams consist of 4 players (3 on the field and 1 substitute). It is mandatory to submit the team roster for the tournament application. Players not included in team rosters may not play in the tournament.
19. Matches are played with three-person teams and a single hoop.
20. Teams are required to be present on the field 10 minutes before their game.
21. Teams lacking their 3 main players when the game starts lose by default.
22. Teams unable to show up within 3 minutes after a game starts lose by default.
23. By rule, when one of their players is disqualified, teams may continue the game with two players. However, when they are down to a single player, they lose by default.
24. In the case of a default loss, the score is determined as 15 - 0 for the team remaining on the field.
25. Players being issued two technical and/ or two unsportsmanlike fouls are disqualified from the tournament.
26. Following an injury, if an injured player remains bleeding, the player is required to stop playing until the bleeding stops.
27. Upon taking over the ball, teams are required to shoot within 12 seconds in order to maintain their offensive possession.
28. Either the team that scores 21 points wins the match, or the score at the end of the 10-minute game determines the score.
29. In case of a tie, the game score is finalized by overtime. A 1-minute break is provided before an overtime. The first team to score 2 points in the overtime wins the game.
30. Player substitutions may be made after a score, or when the game stops.
31. \* After each successful shot or final free throw (except for ball control cases that follow):

* If the scoring team loses the ball, a player from the conceding team continues the game by dribbling or passing from inside the court directly behind the hoop (not beyond the baseline).

\* After each successful shot or final free throw (except for ball control cases that follow):

* If the offensive team retrieves the rebound, they may continue their scoring attempt without passing beyond the three-point line.
* If the defensive team retrieves the rebound, they are required to take the ball out of the three-point line (by passing or dribbling).

1. After reaching 5 team fouls (and upon committing the 6th foul), one free throw is awarded. The 7th, 8th, and 9th fouls are penalized with 2 free throws. The 10th foul, and subsequent fouls are penalized with 2 free throws and loss of possession.
2. Unsportsmanlike and disqualifying fouls are counted as 2 fouls. The first unsportsmanlike foul by a player is penalized with 2 free throws, but ball possession is maintained. All disqualifying fouls (including a player's second unsportsmanlike foul) are penalized with 2 free throws and loss of possession.
3. If no scores are taken after an offensive play, if the defensive team secures the rebound, the defensive team is required to move beyond the three-point line to initiate an attack. If the offensive team retrieves the rebound, they may continue the game without moving beyond the three-point line.
4. A 3-point shot is worth 2 points, a 2-point shot is worth 1 point, and each successful free throw is worth 1 point.
5. Teams have a 1-minute timeout per match.
6. In a basket-foul situation, the score is counted, and one free throw is awarded.
7. In a jump ball situation, possession goes to the team with the initial priority.
8. Any negative fair play actions during the match are penalized with a default loss by the referee. In case of a repeat offense, the offending team is eliminated from the tournament.
9. The schedule and standings of the games are to be announced and updated on the official web page of Atılım University Directorate of Sports (http://spor.atilim.edu.tr). Teams are expected to stay updated on their match days and times.
10. In cases not included here, referee decisions during the games and the decisions by the Directorate of Sports apply, and participants in the tournament are considered to have accepted these rules.