



CAMPUS RECREATION INTRAMURAL SPORTS

3-on-3 BASKETBALL RULES

Updated: 06/17

1. GENERAL

- 1.1 All games will be played at the outdoor basketball courts located adjacent to the New Fitness Center.
- 1.2 Games will be played half-court, 3 vs. 3.
- 1.3 A student, staff or faculty member may play on one team only. Double participation results in a forfeit of all games played by the second team with the player in question.
- 1.4 Members of the varsity basketball team are ineligible to play.
- 1.5 A player must play in at least one of his team's league games to be eligible for the playoffs.
- 1.6 A game cannot be started with less than 3 players. If a team is short one or two players the opposing captain has the option to either take the forfeit win or allow a 5 minute grace period. During a five-minute grace period the game clock will run. Failure of a team to be completely signed in and ready to begin five minutes after will result in a forfeit.
- 1.7 Each team is responsible for entering their roster on the official score sheet and designating a captain prior to game time.
- 1.8 Only the captain may address an official, and he must do so in a sportsmanlike manner.
- 1.9 Playing time will be 30 minutes (running clock)--two halves of 15 minutes, with a 3 minute intermission. The final two minutes of each half will be stopped time. No overtime in regular season games. A 5 minute overtime period will take place for the playoffs, with a stopped clock during the final 2 minutes of the overtime period. All subsequent overtimes will be 2 minutes with the clock stopping the last minute.
- 1.10 Three timeouts per team, per game.
- 1.11 Substitutions may be made after a basket, foul shot, or stoppage of play.
- 1.12 The winner of the coin toss shall take the first ball possession from the half-court line; subsequent jump ball situations will alternate, with the loser of the coin toss having possession, then alternating from then on after.
- 1.13 After a basket is scored, the ball will be in possession of the opposing team (non-scoring team will gain possession).
- 1.14 Deliberate stalling or attempts to freeze the ball shall result in a loss of possession. There will be a 35 second shot clock.
- 1.15 The "check line" shall be the top of the three-point arc. A player must pass the ball in from the "check line" after a foul is awarded. After the ball has been checked, the player in possession must pass the ball to a teammate. Any change of possession, whether it hits the rim, does not or is stolen must be returned behind the 3-point line by the defending team if they should gain possession.
- 1.16 Two points will be awarded for any basket made within the three-point arc. Three points will be awarded for any basket made behind the three-point arc.

2. FOULS

- 2.1 All common, personal, and technical fouls shall be counted against a team total.

- 2.2 An individual player WILL foul out of a game after committing their fifth personal foul.
- 2.3 Prior to the seventh team foul:
 - a) any offensive foul shall result in disallowing a converted basket and loss of possession
 - b) any shooting foul with a missed basket shall result in retained possession; and
 - c) any shooting foul with a converted basket shall result in the basket being awarded with retained possession
- 2.4 On and after the seventh team foul:
 - a) any common foul shall result in a single foul shot along with retained possession for the offended team if the basket is good; if foul shot basket fails, ball is live
 - b) any offensive foul shall result in disallowing a converted basket and possession will be awarded to the defending team
 - c) any shooting foul with a missed basket shall result in two foul shots for a two-point attempt and three foul shots for a three-point attempt, along with retained possession
 - d) any shooting foul with a converted basket shall result in the basket being awarded with retained possession
 - e) after 10 team fouls two shots are awarded and subsequently retained possession or the ball becomes live
- 2.5 Technical Fouls
 - a) a technical foul will result in the opposing team being awarded an automatic 2 points and possession of the ball
 - b) a player who received two technical fouls will be ejected from the game and will be ineligible for further participation until meeting with the Coordinator of Intramural Sports and serving suspension
 - c) a team which records three technical fouls in one game will automatically forfeit the game no matter the score or time remaining.
- 2.6 Intentional Fouls
 - a) a technical foul will result in the opposing team being awarded an automatic 2 points and possession of the ball
- 2.7 Flagrant Fouls
 - a) a flagrant foul will result in the opposing team being awarded an automatic 2 points and possession of the ball, as well as an automatic ejection of the offending player

3. OFFICIALS

- 3.1 The duties of officials shall include scoring, keeping time, and refereeing.
- 3.2 The officials shall penalize any player, substitute, or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area.
- 3.3 Prior to the game, the referee shall perform a coin toss to determine ball possession.
- 3.4 The referee shall signal the ball in play to begin the game, indicate attempted free throws, and call all other violations.
- 3.5 The referee shall have the authority to make decisions on any point not specifically covered in these rules.