

## 3 on 3 BASKETBALL RULES

### NCAA RULES WILL GOVERN PLAY, EXCEPT WHERE MODIFIED BY THESE INTRAMURAL RULES

1. **TEAM** - A team will consist of 3 players and a maximum of one substitute. Undergraduate and graduate students, except current varsity basketball players, are eligible to compete.

2. **COURT** - 3 on 3 basketball is a half-court game. The "check-line" shall be the top of the circle.

3. **TIME** - Playing time shall be two 8 minute halves. Throughout the game the clock will run continuously. There will be a 1-minute half time. A tie game at the end of regulation will result in a 2 minute, running clock, overtime period, with ball possession being determined by a coin flip. If the score remains tied there will be a series of 1 minute overtime periods until a winner is determined. Ball possession to start the first 1 minute overtime period will be the loser of the previous coin flip. Then ball possession will continue to alternate.

Three second violations will be called.

There are no time-outs allowed, except those called by the referee for injuries or rule discussion.

Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. The referee will issue a verbal warning before taking away possession.

4. **START OF THE GAME** - Teams must be signed in and ready to play at their scheduled time.

The 10 minute forfeit rule is in effect.

The winner of a coin flip shall take first ball possession and the loser shall take possession in the second half. The referee will signal the ball into play to begin each half.

5. **PUTTING THE BALL INTO PLAY** - To start each half, after a score or after a foul (see #6, fouls) a player must put the ball into play from the check line. This must be done via a pass.

The referee must handle the ball to start each half, after a foul or if the ball goes out of bounds. All out of bounds will be passed in from the check line.

After each score players must give their opponent a quick "check". If the ball is held too long for the "check" stalling may be called.

Ball possession changes hands after each basket, unless a foul is awarded. All changes of possession (steals, blocked shots, and rebounds) must be returned to the check line. The player in possession of the ball may maintain control and attempt to score.

Substitutions may be made after a basket, a foul shot or any stoppage of play. Substitutes must get the officials attention and wait to be called in. Failure to do this will result in a warning then a technical foul.

There will be no jump balls. Held balls will result in alternating possession

Dunking will only be allowed during the games NOT IN WARMUPS. There will be a warning given, then technical fouls will be assessed if it continues.

6. **FOULS** - All common, personal and technical fouls will be counted towards a teams total. On and after the fifth team foul a bonus will be awarded for the remainder of the game. An individual player cannot foul out of a game, but may be ejected by the official for just cause.

**PRIOR TO THE FIFTH TEAM FOUL:**

- a) any common or technical foul shall result in loss of possession for the offending team.
- b) any offensive foul shall result in disallowing a converted basket and loss of possession.
- c) any shooting foul with a missed basket shall result in retained possession.
- d) any shooting foul with a made basket shall result in counting the basket and change of possession.

**ON AND AFTER THE FIFTH TEAM FOUL:**

- a) any common or technical foul shall result in a single foul shot along with retained possession for the offended team.
- b) any offensive foul shall result in disallowing a converted basket and a single foul shot along with retained possession for the offended team.
- c) any shooting foul with a missed basket shall result in a two or three shot foul along with retained possession.
- d) any shooting foul with a made basket shall result in the basket being counted along with retained possession.

**AT ALL TIMES:**

Intentional and flagrant fouls will be two shots and possession to the offended team.

The referee shall signal the ball in to attempt free throws. Teams do not have to line up for foul shots. Officials will penalize teams that attempt to consume time by using obvious stalling tactics in these situations. Officials may order that time be stopped and charge the offending team with a technical foul for such tactics.