



3 ON 3 BASKETBALL

Rules

Revised July 2016

GENERAL

Current High School Federation rules will govern play. Intramural policies, procedures, eligibility requirements, etc. and specific tournament rules shall take precedent.

1. Half-court game played by two teams of three players. Playing time shall be a twenty-five minute running clock or till one team has thirty points (win by one), whichever comes first. All baskets will count as one point unless a successful two-point try. On the two-point shot the offensive player taking the shot must call the two pointer if successful. If the defensive player does not agree with the call, play should stop immediately and the two captains agree to the number of points scored.
2. **1 timeout per team per game.**
3. All games are team officiated. "Rock, Paper, Scissors" determines first ball possession and alternating possession will be used to determine possession after that.
4. A team must have two players on the court ready to play at game time or the team will forfeit. GAME TIME IS FORFEIT TIME. For the coed division a team must have one male and one female to start.
5. If a game is tied when the time limit expires, teams will play a "sudden death" overtime period with a "Rock, Paper, Scissors" determining ball possession. A "sudden death" period will begin immediately with the first team to score declared the winner. In the semi-finals and finals the teams will play the game till one team has 30 points
6. The imaginary "check line" shall be the top of the key. **To start the game, after a score, or after a foul is awarded, a player must pass the ball in from the check line, all balls must be checked by a defensive player.**
7. On any change of possession (defensive rebounds or steals), the ball must be returned to anywhere beyond the three point line and the player in possession of the ball may maintain control and attempt to score. The player's feet and ball must be completely behind the three point line before the ball can be advanced.
8. Substitutions may be made after a basket, or any stoppage in play.
9. **Each team should furnish one scorekeeper. If teams do not have a scorekeeper, players can keep score verbally. If teams do not have a scorekeeper, they must record the final score on the scoresheet after the game.**
10. An individual cannot foul out of a game but may be ejected by the intramural staff. Flagrant fouls and/or any act of misconduct, physical or verbal, directed towards any individual, will result in an immediate ejection. All disciplinary situations involving individual(s)/team(s) will be reviewed. If a player is removed for any reason, they will be suspended at least until the season is over.
11. **Players must call their own fouls. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the offensive player is not in the act of shooting or does not score on the shot when fouled, possession is retained and ball is checked in at the top of the key. All offensive fouls result in change of possession. ALL PLAYERS ARE ENCOURAGED TO PLAY WITH THE SPIRIT OF FAIR PLAY AND GOOD SPORTSMANSHIP.**
12. Players may put clothing, equipment, etc. in the area between the sideline and the walls.
13. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play (2 players) the following will apply: The game clock will stop and a maximum of five minutes will be allowed for the player to stop the bleeding. An intramural staff member must approve the player to re-enter. If the bleeding is not stopped within the allotted five minutes the team will forfeit the game. THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.

EQUIPMENT

1. Teams listed on the left side of the schedule must wear WHITE jerseys and teams listed on the right side of the schedule must wear DARK jerseys. In the playoffs, teams listed on the top of the bracket will wear WHITE and those on the bottom will wear DARK. Please do not wear grey shirts.
2. **NO SHIRTS AND SKINS. TEAMS SHOULD BRING BOTH WHITE AND DARK SHIRTS EACH NIGHT.**
3. Equipment representing possible hazards to participants will not be permitted to be worn. Elbow, hand, finger, wrist or forearm guard, cast or brace made of hard and unyielding leather, plastic, pliable (soft) plastic, metal or any other hard substance, even though covered with soft padding, is illegal. Knee braces will be permitted if padded and metal is not exposed. Players may not wear jewelry. Failure to remove such equipment when asked to do so will result in that specific player not being allowed to participate until the equipment is removed. THIS INCLUDES ALL EARRINGS AS WELL AS LEATHER JEWELRY. ALL PLAYERS MUST WEAR AN ATHLETIC TYPE SHOE.
4. In the Women's Division if teams cannot agree on the size of ball, the smaller size will be used. For Coed games a full size basketball will be used.
5. Teams are responsible for providing a game ball. Teams will be able to check out basketballs at the Student Recreation service counter with a current student ID card.