

3v3 Basketball

All standard Intramural Rules and NFHS basketball rules apply except with the following changes/clarifications:

General Rules

- All teams must show up and be checked in by their designated game time.
- Grace period: 5 mins max. If a team has at least 1 participant signed in at game time, but not enough to play, the team will be given 5 mins to get enough players. If after 5 mins, the team is still short players, the game is a forfeit. If the teams gets enough to play before the 5 mins is up, the game will begin, and the other team will be awarded 3 points. The game clock will reflect the amount of time elapsed for the grace period. If no players are signed in at game time, there is no grace period, and the game is declared a forfeit. No exceptions.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - Two technical fouls will result in an ejection from the game.
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Teams are comprised of 3 players.
- Teams are allowed to have no more than 6 on the roster.
- Teams must have 2 players to start the game.

Equipment

- Clothing must be presentable and appropriate for the facility at the discretion of the supervisor.
- Athletic, non-court marking shoes must be worn. No cleats or open-toed footwear

Timing

- Contests will be the best 2 out of 3 games
- The first two games will be played to 15. The third game, if needed, will be played to 11.
- Teams do NOT have to win by two in order to win the game.
- If a match is not complete after 30 minutes of play, teams will play to +4 points of the highest score, i.e. if the game is 8-5, the game will be played to 12
- If the series is tied with one game won each and time has expired, the third game will be played to four points.
- There are no timeouts. Intramural Staff members may call timeouts for injuries or special circumstances
- There is no mercy rule

Gameplay

- The winner of the coin toss will have the first possession. Alternating possession arrow procedures will be used throughout the remainder of the game (NO make it-take it).
- **Checking the Ball:**
 - The "check line" will be outside the 3-point line.
 - The ball must be passed to a teammate after a "check".
 - The ball must be "checked" to start a new possession after a foul, violation, or made basket.
 - On a "check", the defensive team will have three seconds to be declared ready and hand the ball back to the offensive team for play. Any longer than three seconds will result in the offensive team receiving two points and possession.
 - After a steal, violation or defensive rebound, the new offense must pass the ball outside of the check line.
 - Penalty for violation of "check" line procedures is loss of ball.
- **Official's Duties**
 - Prior to the game an official will perform a coin toss to determine ball possession.
 - The official will NOT call fouls, violations, etc. It's the players' responsibility to call fouls, violations, etc.
 - The official will keep track of the number of team fouls per game.
 - The official will penalize any player, substitute, or coach for unsportsmanlike conduct
- **Scoring**
 - Points are awarded as follows:
 - 1 point for free throw
 - 2 points for made basket
 - 3 points for a made basket from outside three point arc
- **Substitutions**
 - Substitutions may be made after a basket, foul shot, or any other stoppage of play.
- **Fouls**
 - All common, personal, and technical fouls will be counted against the team total.
 - Prior to the 5th team foul:
 - any common foul shall result in the offended team receiving possession of the ball behind the "check" line
 - any offensive foul shall result in disallowing a converted basket and loss of possession
 - any shooting foul with a missed basket shall result in 1 Free Throw & retained possession
 - any shooting foul with a converted basket shall result in the basket being awarded and retained possession (teams do not line up on the free throw lane)
 - On the 5th team foul, teams will be awarded a bonus and thereafter:
 - any common foul shall result in a single foul shot along with retained possession for the offended team (teams do not line up on the free throw lane)
 - any offensive foul shall result in disallowing a converted basket and a single foul shot along with retained possession for the offended team
 - any shooting foul with a missed basket shall result in 1 free throw along with retained possession
 - any shooting foul with a converted basket shall result in the basket being awarded with retained possession
 - Team fouls will reset each game.
- **Stalling**

- If a team is deliberately stalling or freezing the ball, the referees may start an audible ten second count to shoot. If they do not shoot, the ball will be turned over to the other team.