

# 3 on 3 Basketball Rules

**A participant may play on only 1 team.**

3 on 3 basketball is a recreational offering by the Division of Recreational Sports. It is expected that all participants observe and follow the spirit and intent of this offering. National Federation Basketball Rules will govern play, subject to amendments.

**Players:** A team will consist of 3 players on the court. A game may be started and continued with a minimum of two players.

**2. Equipment:** All individuals participating in 3 on 3 basketball must wear a shirt or tee shirt as part of their regular uniform. All participants must wear regular basketball shoes with non-marking soles, preferably gray or white rubber soles.

**3. Game:** 3 on 3 basketball games are 15 minute in length. The clock does not stop and there are no time outs permitted. There will be a 3-minute break between games. The game is a half court game with normal boundaries plus the mid court line defining the playing area. A coin flip or "do-or-die" shot prior to the game will determine first possession of the ball. Defense gets possession after a score (no make-it-take-it). On a change of possession, steal, rebound, etc. the defensive team must take the ball outside the 3-point arc to establish itself as the offense. Even on an air ball, the defense must take the ball outside the arc. After a score, foul, or out of bounds the offense will begin possession at the top of the key.

**4. Fouling:** Teams are responsible for the officiating of their own contests. Players will not foul out of a contest. However, excessive or intentional fouling is not in the spirit of the game. The IM Staff may disqualify a player guilty of excessive, flagrant or intentional fouling.

**5. Free Throws/Scoring:** There are no free throws in 3 on 3 basketball. The offended team gets possession of the ball at the top of the key. Baskets count one point or two points. For a two-point try, the shooter must establish position completely outside the three-point arc during the shot.

**6. Overtime Period:** If the score is tied at the end of the 15 minute running time, a sudden death overtime period will be played. The first team to score will be declared the winner. A coin flip will determine first possession.

**7. Substitutions:** Teams may substitute at any dead ball during the game as long as no advantage is taken of the situation.

**8. Slow Play:** There will be no shot clock. However, it is a violation to "stall" or attempt to "freeze" the ball during play. Teams are expected to develop their own pace of play and maintain this throughout the contest. Holding the ball or stalling will result in a turnover to the opposition.

## General Information

**1. IM Supervisors:** Intramural Supervisors will be scheduled to supervise the games. The IM Supervisor will keep track of the scoring. They will also settle any close calls that cannot be agreed upon by either of the team's captains. Any discussion that takes place with the IM Supervisor has to be done by the team's captains only.

**2. Master Timing.** The IM Supervisor will be in charge of the clock.

**3. ID:** For all intramural 3 on 3 basketball games, participants must take their valid ID with them to the courts. **NO ID, NO PLAY!**

**Score Card:** Prior to entering a contest, a player must report to the scorer's table and present his/her ID to the IM Supervisors. No player may enter a contest without first establishing identity with the IM Supervisors. It is the responsibility of both IM Supervisors to check the player's identity with his/her ID. The IM Supervisors will then record the player's name on the score sheet.

**4. Claiming a Default:** In 3 on 3 basketball games, the team present and "ready to play" may claim a win by recording their lineup, signing and stating "default" on the official score sheet.

**5. Ready to Play:** For this sport, "ready to play" means that a team must be on the playing area with a minimum of two players ready to start the game. The lineup must be recorded on the official score sheet.

**6. Conduct.** All participants are expected to play according to the Intramural Sports Sportsmanship Rules. The IM Supervisors reserve the right to penalize individual participants and/or teams for unsportsmanlike conduct