



# 3v3 Basketball

## Rules

3v3 Basketball is a contact sport and injuries are a possibility. The department of University Recreation, Intramural Sports assumes no responsibility for injuries; however basic, first aid will be available.

Regulations published in the Intramural Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

3v3 Basketball will be conducted under the rules of the National Intramural and Recreational Sports Association published rule book. A review of these rules, along with the Intramural Sports modifications are as follows:

3v3 Basketball is a self-officiated sport. The Intramural Sports Supervisors will have the final decision on any and all discrepancies.

### **ELIGIBILITY AND GUIDELINES**

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Participants Handbook.

### **PLAYERS AND ROSTERS**

1. The game will be played between two (2) teams of three (3) players each.
  - a. There is a *maximum of ten (10)* players on a roster.
2. In CoEd games, a team must not exceed a +1 gender ratio. (Example: 2 males/1 female is allowed, but 3 males/0 females is not).
3. If, due to injuries, a team drops below the minimum number of players the game may continue if it is still deemed "competitive" by the Intramural Sports Supervisor.

### **UNIFORMS AND EQUIPMENT**

1. All teams are required to furnish their own jerseys.
  - a. All jerseys must be of the same color.
2. If a participant is bleeding or has blood on their jersey they will be removed from the game until the bleeding is under control. Prior to any participants re-entering a game the bleeding must be stopped, cleaned and any cuts or lacerations must be covered. Participants will not be allowed to participate in any activity until the above conditions are met.

1. **Jewelry:** The following jewelry and hair piece types are not allowed: exposed ear, nose, or body piercing(s) that are dangling in nature, watches, fitness trackers, rings, claw clips, or necklaces that cannot be tucked under the participants shirt. Individuals will be allowed to tape over any piercing.
  - a. Rubber, cloth, or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes, bobby pins, and other adornments in the hair that are securely fastened to the head and do not present an increased risk to the player, teammates, or opponents, are allowed.
  - b. Medical Bracelets and religious medallions may be worn during intramural sports
2. **Headwear:** No hard-billed hats (except during softball), bandanas or anything with a knot or unyielding material will not be allowed to be worn on the head during competition. Players may wear a one-piece elastic headband made of a soft, pliable material (i.e., sleeve, sweatband). Knit stocking caps will be allowed during cold weather.
3. **Supports, Braces, & Pads:** No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it. Kneepads of a soft pliable nature will be allowed below the waist. Any player wearing illegal or dangerous equipment shall not be permitted to play. All equipment shall be subject to the approval of the Intramural Sports Staff and their decisions shall be final.

## **TIMING**

1. **BEGINNING THE GAME AND LENGTH OF GAMES**
  - a. UREC Intramural Sports will provide game balls, but teams may agree to use a ball other than the one supplied.
  - b. Teams will “Rock-Paper-Scissors” to determine which team will be entitled to the first possession.
  - c. Each game begins with teams “checking” the ball beyond the 3-point arc and at the top of the key.
  - d. Games will be played to twenty (20) points or to a twenty-four (24) minute time limit, running clock, whichever comes first.
    - i. If a UREC Sport supervisor is present, they can keep score and time.
  - e. There are no timeouts.
2. **5-Minute Rule and Late Appearances**
  - a. If one team has below the minimum number of players at game time, the 5-Minute Rule will come into effect.
    - i. The team with less than the minimum will have 5 minutes to accrue the minimum number of players to begin the game
    - ii. In this 5 minutes, the other team will accrue two (2) points for each minute that passes.
    - iii. If the 5 minutes expires and the other team does *not* have the minimum number of players, the game will be forfeited, and the team charged the forfeit fine.
    - iv. If the team gains the minimum number of players within the 5 minutes, the game will begin. The score will stand, and the clock will begin at its current time.

- v. If NO participants appear from either team, the game will be a double forfeit
- vi. If both teams have below the minimum number of players at game time, the 5-Minute Rule will go into effect for both teams.
  - i. Ex: Team A is on time and checked in prior to game time and Team B gains the minimum number of required players, 3 minutes late. The game will still be played but the starting score will be 6-0 and the game will begin with 17 minutes remaining.

### 3. GAMEPLAY AND SCORING

- a. 3v3 Indoor Basketball will be **self-officiated**.
  - i. Any rule discrepancies will be settled by the Intramural Sports Supervisor. They will not rule on judgement calls.
- b. Games will not begin until the Intramural Sports Supervisor starts the game clock.
- c. Shots made from inside the 3-point arc are worth 1 point.
- d. Shots made from outside the 3-point arc are worth 2 points.

### Rules

1. The “check line” is beyond the three-point arc, at the top of the key.
2. Ball possession changes after each made basket.
  - a. The ball must be returned to the “check line” and “checked” before play resumes
3. The defense must take the ball behind the “check line” on any play in which they gain possession. Whether or not the ball has been shot or has touched the rim does not affect this rule.
4. In the event that the defense obtains possession and does not take the ball behind the “check line” and then attempts to shoot, the shot and any related activity will be disregarded and result in a turnover. The “new defense” will be awarded the ball behind the “check line”.
5. Substitutions can be made after a basket, foul, stoppage of play or other dead ball instances

### FOULS AND FREE THROWS

1. All common, personal, and technical fouls shall be counted against the team total.
2. Common fouls (non-shooting) result in loss of possession for the offending team.
3. Offensive fouls shall result in disallowing any converted basket and loss of possession. No free-throws on player control fouls.
4. Shooting fouls with a missed basket shall result in an attempted free-throw for 1 point. Shooting fouls with a converted basket shall result in the basket counted and an attempted free-throw for 1 point.
5. Shooting fouls with a missed basket on a 3-point attempt shall result in an attempted free-throw for 2 points. A converted basket on a 3-point shot shall result in the basket counted and an attempted free-throw for 1 point.
6. Non-shooting team will gain possession after attempted free-throw(s).
7. Players will not line up on free throw line.

## **PARTICIPANT CONDUCT POLICY**

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a “2, 3, 4” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:

- a.** The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
- b.** The accumulation of THREE (3) total unsporting conducts fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest
- c.** The accumulation of FOUR (4) total unsporting conduct fouls by the team’s individual participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

\*Unsporting totals rollover to playoffs

## **PARTICIPANT CONDUCT FACTS**

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.