



Campus Recreation
DIVISION OF STUDENT AFFAIRS

INTRAMURAL 3v3 BASKETBALL RULES

Current NFHS rules will govern all rules not specifically noted.

Gray highlighted sections denote rule changes since the 2021-2022 academic year.

ALL GAMES WILL BE SELF-OFFICIATED.

- There will be a Sports Programs Staff Member on-site, but questions of judgment must be solved by the 2 teams in the game. A double forfeit will be recorded for any game that cannot be completed due to continued disagreement between the teams.

PLAYING COURT DIMENSIONS

- All games are played on half of a basketball court.

PLAYERS AND SUBSTITUTIONS

- Members of the Varsity Team are NOT eligible to participate in Intramural 3v3 Basketball.
- Each team will consist of 3 players and must have a minimum of 3 to begin the game.
- Substitutions may be made after a basket or any stoppage of play.
- Co-Rec teams must always have male and female players on the court at the same time.
 - Co-Rec teams may not have 3 players of the same sex on the court at the same time.

STARTING THE GAME

- Game Length: The first team to 15 (win by 2, 20-point cap) wins. If the game is not finished 30 minutes after the scheduled start time, the game is over with the winner being the team with more points, regardless of the point cap rule. This also means that games can end in a tie.
- The Sports Program Staff Member on-site reserves the right to end the game for the sake of sportsmanship or to stay on schedule.
- GAME TIME IS FORFEIT TIME!
 - If 1 team has the minimum number of players checked in and ready to play while the other team does not, the present team will receive 1 point per minute until the absent team has the minimum number of players.
 - If the absent team does not have the minimum number of players 10 minutes after gametime, the present team wins by forfeit.
- The teams will play rock, paper, scissors or any fair 50/50 game to determine who starts with the ball.

GAMEPLAY

- The possession changes after each basket (this is NOT make it-take it).
- Each team is entitled to 1 30-second time-out per game.
- The “Check Line” is determined by the 3-point arc and the free throw line. The ball must be beyond the arc and above the free throw line extended through the 3-point arc at the beginning of each possession.
- On defensive rebounds (including air balls) and steals, the ball and both feet of the player in possession of the ball must be behind 3-point line. The ball does not need to be given to a different player.
- 2 points will be awarded for a shot made behind the 3-point arc and 1 point for any shot made on or inside the 3-point arc.
- If the ball is knocked out of bounds or goes across the mid court line, it shall be awarded to the opposing team (the team that did not knock it out).
- Alternating possession on all jump ball situations will be in effect.
- The offensive team must “pass the ball in” before a shot is attempted on all check situations (make 1 pass before a shot is taken). The check situations are:
 - After a foul
 - After a contested foul
 - After the ball has gone out of bounds
 - After a jump ball
 - Beginning of the game
 - After any other stoppage of play

OFFICIATING AND SPORTSMANSHIP

- All games are self-officiated, and the 2 teams of the game will solve all questions of judgement.
- If teams or players cannot agree on the validity of the foul, then the player “contesting the call” will shoot a 3 pointer. If the 3 pointer is made, the foul is nullified, and the contesting team will get the ball. If the 3 pointer is missed, the foul shall stand, and the fouled team shall retain possession.
 - The 3-point shot will not count toward the score.
 - Teams may only contest 3 calls per game.
 - The Sports Programs Staff Member reserves the right to make the final ruling and may deny a protest shot.
 - The Sports Programs Staff Member reserves the right to end the game by double forfeit if both teams are in continual disagreement.
- On issues of sportsmanship, the Sports Programs Staff Member reserves the right to issue a technical foul for any unsportsmanlike words or actions by any player or team, including but not limited to profanity, taunting, unfair acts, and excessive contact/intentional fouls.
- All rules pertaining to technical fouls apply:
 - Technical fouls result in the offended team receiving 2 points and possession of the ball outside of the 3-point arc.
 - A player who receives 2 technical fouls is ejected but may be ejected after 1 technical foul at the discretion of the Sports Programs Staff Member.
 - A team that receives 3 unsportsmanlike technical fouls in a single game will forfeit that game and the opponent will be declared the winner.
 - Flagrant fouls will result in the offended team receiving 2 points, possession of the ball outside of the 3-point arc, and the offending player is ejected.