

The University of Texas at Arlington
The Department of Campus Recreation

3-on-3 Basketball Rules

ALL GAMES WILL BE SELF-OFFICIATED.

There will be a supervisor on-site; however, questions of judgment must be mediated by the two teams involved. A double forfeit will be recorded for any games that cannot be completed due to continued disagreement between the teams.

Rule 1. Players and Eligibility

- 1.1 Members of the Varsity Team are NOT eligible to participate in Intramural 3on3 Basketball.
- 1.2 Each team will consist of three players, with a roster limit of five players. Teams must have three players to begin the game.
- 1.3 Men's teams will play with 3 male players.
- 1.4 Open/co-rec teams will play with any combination of male and female players.

Rule 2. Game Play

- 2.1 Game Length: The first team to 15 (win by 2, 20 point cap) wins.
- 2.2 GAME TIME IS FORFEIT TIME!
 - If 1 team has 3 players, they may choose to wait 10 minutes for their opponent
 - The team that chooses to wait will accrue 1 point per minute until the opponent has 3 players
 - If the opponent does not have 3 players after 10 minutes, they will forfeit
- 2.3 Time Outs: Each team is entitled to one time-out per game. Time-outs may not exceed 30 seconds in length.
- 2.4 Substitutions may be made after a basket or any stoppage of play.
- 2.5 "Coin Toss". The team listed first on the score sheet shall call the "toss" and choose to take the ball.
- 2.6 The possession changes after each basket (this is NOT make it, take it).
- 2.7 The "Check Line" is determined by the three point arc and the free throw line. The ball must be beyond the arc and above the free throw line extended through the three

point arc at the beginning of each possession.

2.8 On defensive rebounds (including air balls) and steals, the ball must be passed or dribbled beyond check line. The ball does not need to be given to a different player. As long as the ball goes beyond the arc, there are no limitations on who can shoot it.

2.9 The Three Point Shot is in affect and 2 points will be awarded for a shot made behind the arc and 1 point for any shot made on or within the arc.

2.10 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).

2.11 Alternating possession on all jump ball situations will be in affect.

2.12 The offensive team must “pass the ball in” before a shot is attempted on all check situations (make one 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

Rule 3. Officiating and Sportsmanship

3.1 All games are self-officiated: the two teams involved should mediate questions of judgment.

a. If teams or players cannot agree on the validity of the foul then the player “contesting the call” will shoot a three pointer. If the three pointer is made the foul is nullified and that team will get the ball. If the three pointer is missed the foul shall stand and the “fouled” team shall retain possession.

- The three point shot will not count toward the score
- Teams may only contest 3 calls per game
- The court supervisor makes the final ruling and may deny a protest shot
- The court supervisor has discretion to end the game by double forfeit if both teams are in continual disagreement.

3.2 On issues of sportsmanship, the court supervisor has 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.

a. All rules pertaining to technical fouls apply:

- Technical fouls result in the offended team receiving two points and possession of the ball outside of the three-point arc.

- A player who receives two technical fouls is ejected, but may be ejected after 1 technical foul at the discretion of the court supervisor.

- A team that receives 3 unsportsmanlike technical fouls in a single game will default that game and the opponent will be declared the winner.

- Flagrant fouls will result in the offended team receiving two points, possession of the ball outside of the three-point arc, and the offending player is ejected.