

The University of Texas at Arlington  
The Department of Campus Recreation

**4-on-4 Basketball Rules**

**ALL GAMES WILL BE SELF-OFFICIATED.**

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.

1. Members of the Varsity Team are NOT eligible to participate in Intramural 3on3 Basketball.
2. Game Length: The first team to 15 (win by 2, 20 point cap) wins.
3. 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 player when 10 minutes is up, they will forfeit
4. Time Outs: One per team per game - duration 30 seconds in length.
5. All games are self officiated. The two teams involved should mediate questions of judgment. 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
6. 4 on 4 basketball is a half court game played by 2 teams of four. Teams MUST have at least three people to start a game.
7. Substitutions. Substitutions may be made after a basket or any stoppage of play.
8. "Coin Toss". The team listed first on the score sheet shall call the "toss" and choose to take the ball.
9. The possession changes after each basket (this is NOT make it, take it).

10. 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.

11. 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.

12. 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.

13. 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).

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

15. The offensive team must "pass the ball in" after a "check ball" situation. 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