

# INTRAMURAL 3X3 BASKETBALL RULES

All rules not covered in this supplement shall be governed by the Intramural 5x5 Basketball Rules and the official NCAA Basketball Rule Book.

Games are self-officiated. Participants call their own fouls and are responsible for controlling the sportspersonship of the game. There will be a sport supervisor who can be referenced for disputes regarding rule interpretations, but they will not make judgement calls. The sports supervisor reserves the right to eject or suspend any participant who displays unacceptable, unsafe, or inappropriate behavior.

## 1-THE GAME

Contests will be the best of three games within a fifty minute time limit. If time expires during play, the first team with a two-point lead wins. All games are played to 11 points, counting field goals as 1 point and shots beyond the three-point arc as 2 points. Games are played with “loser’s outs”. **Only the *third game must be won by two points***. Captains from the winning team will report the game results to the sports supervisor.

## 2-STARTING TIME

Game time is forfeit time. Teams need at least two players to start the game. If a team does not have enough players to start at game time, they will forfeit the first game and then will have 15 minutes before the second game is forfeited. If a team fails to arrive at game time, the team forfeits all games.

## 3-GAME START

The game shall begin either by a coin toss or a “Do or Die” from the top of the key. The winner of the toss or “Do or Die” will take possession of the ball; the opposing team will take possession the second game. If a third game is required, the team defeated in the second game will take possession in the third game.

## 4-PLAY REGULATIONS

**FOULS:** Players will call their own fouls. Once a foul is called play will be stopped and the player’s team who was fouled will check the ball at half court. There will be no shooting fouls except for penalty situations (see PENALTY RULE below). **If a player is fouled within the act of shooting and the basket is good then the team who scored the basket receives the points for the basket, the foul call is void, and the team who committed the foul will take the ball out at half court.**

**JUMP BALL RULE:** All jump balls will be put into play behind the 3pt. line with possession given to the team that did not start the game. Jump ball possessions will alternate during each game.

**CHANGE OF POSSESSION:** Players must return the ball by dribbling or passing across the outside of the three-point arc before a basket may be attempted. Once across the line, they do not have to pass the ball before shooting. **Any team failing to clear the ball before making a basket will not score the points but will re-start the possession at the check line.**

**PENALTY RULE:** Once the game is at game point, the losing team will get two personal fouls before they are in the bonus penalty situation. Once a team commits the third foul they will be in the penalty situation. Every personal foul by that team in the penalty situation will result in 1 free throw and possession back to the team that got fouled. Once a team is in the penalty situation they will remain in the penalty for the remainder of that game.

**HALF COURT LINE:** Any ball that crosses half court will be considered out of play. The same rules that apply for the base line applies here.

**THREE SECOND RULE:** The three-second rule will apply to all offensive players.



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**TIME OUTS:** Each team gets one, one minute time out per game.

**SUBSTITUTIONS:** Substitutions may be made after a basket or during any dead ball.

**PARTICIPANT DISQUALIFICATION:** Any participant punching, kicking, excessively fouling, using profanity or displaying unacceptable conduct will be subject to disqualification for the remainder of the contest and is subject to ejection from the IM sports program as well as from the Rec Center for the remainder of the quarter at the discretion of the Rec Sports staff.