

Basketball 3 on 3

All players must sign the activity consent form and present their valid ZipCard prior to each game. No one will be permitted to play without their ZipCard. No Exceptions!

Intramural Basketball rules, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

- 1.1. Teams consist of 3 players, but may start and/or play with 2 players. All players must be checked in with the Intramural staff before they are allowed to participate.
- 1.2. The game will end if a team has to drop to less than 2 players due to injury or ejection, regardless of the score.
- 1.3. Only 5 players may participate in a single game.

2. LENGTH OF GAME

- 2.1. All matches will consist of the best 2 out of 3 games. The games will have a 13 minute time limit.
- 2.2. Each of the 3 games will be won by the first team to score 15 points with a 2 point lead – 18 point cap, or the team ahead at the end of 13 minutes. If both teams are ties at the end of the 13 minute time limit, the next team to score will be declared the winner.
- 2.3. A coin toss at the beginning of the match will determine which team puts the ball in play. For the rest of the game and subsequent games, teams alternate possession.
- 2.4. Each team will be granted a 30 second timeout per game.

3. FORFEIT POLICY

- 3.1. When a team does not have the minimum number required to play, a forfeit is declared at game time. A forfeit of this nature will count as a loss and result in an automatic 2 for sportsmanship.
 - a. EXCEPTION: The opposing team grants a 10 minute grace period, in which case the game clock starts at game time, and play continues with remaining time once the team becomes ready.
- 3.2. Should a team be granted the grace period, the following penalties will be assessed:
 - a. Within 5 minutes of game time, opposing team receives 5pts and the ball.
 - b. Within 5-10 minutes of game, opposing team receives additional 5pts.
 - c. Final forfeit score is a 2-0 match win for opposing team; granted at the end of the 10 minute grace period.
- 3.3. If a team takes a win by forfeit without allowing the grace period, the win is recorded as 1-0, with a 4 for sportsmanship.
- 3.4. If neither team is present with at least the minimum number to play, a double forfeit is issued.
- 3.5. Teams are allowed 2 forfeits per season. After 1 forfeit, team is no longer eligible for playoffs. After 2 forfeits, team is removed from league.

4. EQUIPMENT

- 4.1. **NO jewelry allowed.** The only exception is a medical alert bracelet that must be taped down.
- 4.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.
- 4.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2" of slow recovery rubber or similar material will be allowed.
- 4.4. All players must wear non-marking rubber-soled athletic shoes.
- 4.5. Campus Recreation provides game balls only. Teams must bring their own for warm-up. Team balls may also be used for games if both teams agree on usage.

5. SUBSTITUTES

- 5.1. Teams may substitute at any time during a dead ball.
- 5.2. The maximum number of substitutes permitted is two. The number of substitutions that may be made during a game is unlimited.

6. SCORING

- 6.1. All field goals within the 3-point line will count as 1 point. Any shot beyond the 3-point line will count as 2 points.
- 6.2. Teams will alternate possession on made baskets. The ball must be passed in after made baskets.

7. PLAYING THE BALL

- 7.1. The defensive player must give the offensive player that checked the ball in, at least 3 feet to pass the ball to a teammate.
 - a. Three feet will be designated by the area between volleyball's red line and badminton's green line. The official will inform the teams before play as to exactly which lines these are.
 - b. The offensive player will have 5 seconds to put the ball into play at the start of each possession.

- 7.2. Every time the ball changes possession, it must be taken back (both feet and the ball) anywhere behind the 3-point line. This must be done even if a shot has not been taken. If a team does not take the ball back properly then the play is dead at the first shot attempt by the violating team. This will result in a turnover.

8. FOULS AND MISCONDUCT

- 8.1. All fouls are common fouls; the ball will be taken back by the fouled team.
- 8.2. If a technical foul is called by the official, the other team will receive a point and be awarded the ball. Two (2) technical fouls on any player will result in that player being ejected.