

RULES

1. Official Rules

- a. Intramural 5 v 5 Basketball rules, with certain modifications, are used as the template for 3 v 3 Basketball. University Recreation Staff will have the final say on all rules and their application.

2. Players

- a. Teams will consist of 3 players on the court during play.
- b. Only 6 players will be allowed on the roster and are eligible to participate for a team in a single game.
- c. Teams may start and/or play a game with 2 players.
- d. If a team drops below 2 players, the game will end.
- e. All players need to have signed up on Fusion IM, have signed the online waiver, and be on the team's online roster BEFORE they may participate in their first game.
- f. All players must be checked in with the Intramural staff and present a valid PantherID card before they are allowed to participate. No Exceptions!
- g. Players may warm up on the court if no other teams are currently playing.

3. Substitutions

- a. Substitutions may be made during dead ball situation. Subs will notify the other team prior to the ball being checked into play.

4. The Game

- a. Each game will be won by the first team to score 11 points with a 2 point lead – 15 point cap.
- b. Each team will be granted two 30 second timeouts per game.
- c. The team listed as “home” on the Fusion IM schedule will begin the game with the ball.

5. Scoring

- a. All field goals within the 3-point arc will count as 1 point.
- b. Any shot beyond the 3-point arc will count as 2 points.
- c. Teams will alternate possession on made baskets.
- d. Free Throws
 - i. All shooting fouls will be handled in the following manner:
 1. When the basket is made – whether the ensuing free throw is made or missed, possession goes to the defensive team.
 2. When the basket is missed – if free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.
 - ii. One (1) free throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.

6. Fouls

- a. All games are self-officiated and fouls will be called by the offense. If the offense calls a foul, the defense will not be allowed to dispute it. If this becomes a point of contention with both teams, the IM Supervisor may be consulted.

- b. All fouls aside from shooting fouls are to be considered common fouls, and the ball will be taken back by the fouled team where it will checked-in and play will start anew.
 - c. Personal and team fouls will not be kept track of and there will be no “bonus” situations.
7. **Possession**
- a. Every time the ball changes possession during play, it must be taken back (both feet and the ball) behind the 3-point arc.
 - i. This must be done even if a shot has not been taken.
 - ii. If a team does not take the ball back properly, any ensuing points scored will not be counted.
 - b. The possession arrow will switch immediately after the first check in of the game and following any jump ball after.
8. **Equipment**
- a. Intramural Sports will supply game balls only. Teams should supply their own practice balls.
 - b. Teams must wear the color jerseys their team registered for on Fusion IM.
 - i. The intramural staff has final judgment on team jerseys. If a player cannot come up with the jersey color they registered for, they cannot participate.
9. **Dunking**
- a. Dunking is permitted in game only.
10. **Live Play**
- a. The “checked” between teams and passed in after made baskets.
 - b. Defensive players must give the offensive player passing in the ball at least 3 feet of space.
 - c. An IM Supervisor will clarify necessary spacing for the teams during play if needed.
 - d. The offensive player will have 5 seconds to put the ball into play at the start of each possession.
11. **Defaults**
- a. A team is allowed one default in a season. Any subsequent attempt to default a game will be treated as a forfeit and all policies governing forfeits will be enforced.
 - b. Any team who defaults for the first time using proper procedure will not be charged a forfeit fee. c. More information on defaults can be found in the Defaults, Forfeits and Drops Policy document. 1
12. **Forfeits**
- a. Game time is forfeit time, however, the team or individual(s) who are ready to play may choose to give the opponent 10 minutes to have the minimum number of players properly signed in to begin a game.
 - b. A forfeit fee will be administered to the teams/individuals that forfeit their game/match. The forfeit fees are as follows; \$15 for singles/doubles sports and \$30 for team sports. Failure to pay this within 2 weeks after championship night will result in a hold on the team captain’s PAWS account.
 - c. More information on forfeits can be found in the Defaults, Forfeits and Drops Policy document.
13. **Sportsmanship**
- a. Sportsmanship is an important part of any intramural contest. Teams, players and spectators who engage in negative sportsmanship may be disqualified from current and future contests and playoffs, as well as other UREC and Intramural activities.
 - b. Please see the Sportsmanship Policies for more in-depth coverage on expectations and repercussions.