

3V3 BASKETBALL RULES

The following sport rules are based on NFHS rules for Basketball. Unless otherwise noted, all play will be dictated by those common rules. Additional rules or modifications deemed necessary for 3v3 style of play have also been made.

All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.

ELIGIBILITY: All players must be current students, faculty/staff or RAW members. Teams must register online and sign the waiver prior to their first game. Players cannot play on more than one team. NO more than one FORMER OR GRADUATING VARSITY PLAYERS are allowed per team. They become eligible at the beginning of the quarter following the conclusion of the varsity season. This includes Red Shirts.

EQUIPMENT AND COURT: Teams are encouraged to bring their own balls for pregame warm ups and also required to have matching colored shirts. If both team captains agree a personal basketball may be used as the game ball. The RAW will provide a game ball as needed.

TEAM SIZE: A team consists of three to a side. Teams can start with no fewer than two players. Each team can have up to eight players total.

GAME TIME and Format:

Contests will last 25 minutes (running clock at all times) consisting of one game to 21 or 20 minutes, whichever comes first.

The Five Second Rule will be in effect: If a player is closely guarded (within six feet) in the frontcourt and holds the ball for more than five seconds, or dribbles the ball for more than five seconds then a violation will be called. *Penalty: Turnover.*

Scoretable and OFFICIATING: For 3V3 Basketball, there will be one official in charge of calling the game (NFHS fouls and violations, etc.). There will also be one official at each table assisting with keeping score and time, keeping track of the possession for jump balls and keeping track of team fouls (**player fouls will not be tracked**).

THE GAME

1. Points will be awarded by “ones” and “twos” and games will be won by one point. There will be a five minute break between games. If neither team has reached 21 points at the end of 20 minutes, the team that is ahead at that time receives the win.
2. To determine possession, games are started by a best of three series of “ro-sham-bo.”

3. Defense must be allowed to “check” the ball before it is put into play after a foul or play has stopped. After a made basket, the team that got scored on will check the ball from the top of the key (“LOSERS BALL”). You must clear the ball past three point line with each possession change.
4. First jump ball situation would go to the team not having had initial possession of the ball (team that lost the “ro-sham-bo”) and will be tracked by officials.
5. Substitutions can be made during dead ball situations. Time Outs, Out of bounds, fouls, etc.
6. Before the bonus, any shooting foul with a missed basket shall result in retained possession. Before the bonus, any shooting foul with a converted basket (and 1) shall result in the basket being awarded and a change of possession.
7. Foul shots will be taken on the 7th team foul in each game. Foul shots will be taken in the manner of single technical fouls with only one shot allowed to the offended player along with possession.
8. It is considered poor sportsmanship to intentionally foul. If a player repeatedly fouls intentionally or flagrantly, in the view of the IM Official, that person must sit for two total baskets. The offending team may substitute another player for the duration of the two basket penalty.
 - If they repeat the violation, they are removed from the game.
 - Technicals and ejections will be given at the discretion of the official.
9. It is considered poor sportsmanship to hold the ball as to delay the game and eat the clock. Thus, the five second rule will be applied such that if a player is closely guarded (within six feet) in the frontcourt and holds the ball for more than five seconds, or dribbles the ball for more than five seconds a violation will be called. *Penalty: Turnover.*
10. Each team has (1) 60 second timeout per game.