

3 vs. 3 Co-Ed Basketball Rules

General Intramural and Special Event Rules

1. Abuse or Harassment of any Intramural staff member or official will NOT be tolerated and will be dealt with appropriately.
2. The Athletics and Recreation Coordinator/designate has complete authority as to the severity of infractions and has the control to halt the play at *any time if deemed appropriate*.
3. NO ALCOHOL is allowed inside RRC athletic facilities, disregard for this policy will result in expulsion from the league.

RULE 2: PLAYERS AND SUBSTITUTES

- A team shall consist of 3 players. A minimum of 2 players is needed to begin a game, and one player of the opposite sex needs to be on the court the entire game. The supervisor will declare a forfeit if any team has less than 2 players 5 minutes after the scheduled game time. If a forfeit is declared, an 11-0 victory will be recorded for the non-forfeited team.
- A team may have up to 8 players on its roster. Players cannot be added to any roster after the team has participated in 3 games.

RULE 3: THE GAME

- 3 vs 3 basketball is a self-officiated half-court game played by 2 teams of 3 players each.
- Play will begin with a Home Team player shooting a "do-or-die" shot from the 3-point arc at the top of the key to determine who shall take possession of the ball to begin the first game.
- At the start of each game or after a basket, foul, or violation, a player must pass the ball into play from behind the "check line," which is the 3-point arc.
- In order for a change in possession to occur, the player's entire body AND the ball must fully cross the "check line."
- Out of bounds shall be the end line, the two sidelines, and the mid-court line. The top, sides, and bottom of the backboard are inbounds. The basket support pole is out of bounds.
- After scoring, the team scored upon is awarded possession of the ball at the check line.
- On defensive rebounds, regardless of whether or not the ball touches the rim, net, or backboard; or on steals, the ball must be returned to the "check line" before initiating an offense score.
- Jump ball situations will be awarded to the defense.
- Substitutions may be made after a basket or at any other stoppage of play.

SCORING

- A successful shot from beyond the 3-point line counts as 2 points; all other shots count as 1 point.
- A match will consist of one game to 21 points, or one game of 18 minutes, whichever comes first. Teams only have to win by 1 point.

OVERTIME

- In the event that the game is tied after the allotted 18 minutes, it will remain tied.

FOULS AND VIOLATIONS

- Fouls are to be called by the offended player. Fouls must be called immediately, loud, and clear. Anytime a foul is called the play becomes immediately dead. There are no "and one" opportunities.
- For the first 6 fouls, shooting or non-shooting, possession is awarded to the fouled team. For every foul AFTER the 6th team foul, the team fouled will be awarded 1 point UNLESS the foul is a shooting foul on a shot outside the 3-point arc, in which case the team fouled will be awarded 2 points.

Offensive fouls shall result in the ball being awarded to the offended team for a throw in at the "check line." The offending team shall not receive points if a basket is made on the play.

- If a player receives a technical foul, the opposing team will be awarded 1 point and the ball. If a participant receives 2 technical fouls, they will be suspended from play for the duration of the season. Only court monitors have the authority to issue technical fouls.
- Any player/team involved in a fight will be disqualified from the league.
- A team cannot win the game on points awarded from fouls. If a player is fouled on what would be game point, the player has to make 1 free throw, regardless of where the ball was shot. If the player misses the free throw, the team will resume possession and have to bring the ball in from the check line.
- At their discretion, court monitors can reverse calls to uphold the spirit of the game.

RULE 4: SCHEDULE, FORMAT, AND ATTENDANCE

- The Athletics and Recreation Coordinator will determine the schedule and format of intramurals and Special Events prior to the start of each. Team captains will be notified in a timely matter. Teams that fail to attend scheduled games can be removed from the Intramural league/Special Event at the discretion of the Athletics and Recreation Coordinator.
- Only under exceptional circumstances will a game be rescheduled. Not all missed games will be able to be rescheduled. If a team is not able to make a game the captain needs to inform the opposition's captain and the Athletics and Recreation Coordinator 24 hours before the scheduled game time.