

3v3 Basketball Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students and U of A Faculty/Staff that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$30 will be charged to the Bursur's account of the captain.**

Rule 2: General Rules

1. NFHS basketball rules will serve as the basis for all situations not specified below.
2. Games shall be played on half-court between two teams of 3 players each. Teams must start and end with a minimum of 2 players. There is a maximum of 20 players per team. For CoRec, there must be at least one male and one female on the court for both teams at all times.
3. Play will consist of the best 2 out of 3 games, each played to 11 points (win by one). Each basket inside the three-point line is worth one point. Each basket behind the three-point line is worth two points (the shooter must be completely behind the line).
4. There is a 30-minute time limit on a match. If a match goes to the third game, then whichever team is ahead when the 30-minute time limit is announced, shall be declared the winner. If a match is in the second game and the 30-minute time limit results in a draw, then a 3-point shootout will be completed to determine the winner.
 - a. Teams will have 3 players each take one shot from behind the 3-point line at a spot of their choosing.
 - b. Shots will be alternated between teams one shot at a time.
 - c. If there is not a winner after 3 shots have been taken by each team, then 3-point shots will continue to be taken until a winner can be declared.
5. Players of opposing teams must wear contrasting colored jerseys/shirts, numbered on the front or rear. The home team has the choice of color if there is any conflict.
6. In an effort to maintain the safest environment possible please abide by the following:
 - a. All rings, necklaces, studs, watches, bracelets etc. must be removed prior to playing.
 - b. All braces with metal/hard plastic must be wrapped or removed
 - c. Individuals wearing casts are not allowed to play.
 - d. All body piercings must be removed or covered prior to playing.
7. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
8. Each team shall designate to the Supervisor a captain. The captain shall address the Supervisor on matters of interpretation or to obtain essential information.
9. Game balls will be provided, but warm up balls must be supplied by participants. The Supervisor does not have any equipment available for check out.

10. All games are self-officiated. There is no fouling out. Fouls will be called on the honor system. The teams involved must mediate all questions of judgment.
11. A “do or die” shot will be taken if a disagreement about a call ensues that cannot be decided by discussion. The player making the call will shoot the “do or die” from the top of the three-point arc. If the shot is made, then the call stands. If the shot is missed, then there is no call.

12. Any game, which cannot be completed due to continued disagreement between teams, will be considered a double forfeit. The Supervisor on site reserves the right to disqualify any player/team that continuously commits harsh and unnecessary fouls.
13. Possession of the ball shall change after each made basket.
14. Free throws are not shot in 3v3 Basketball.
15. The winner of the coin toss shall take first ball possession. If no coin is available, the visiting team shall shoot a “do or die” from the top of the key to determine possession. The team that loses the first game shall receive possession to start the second game. If a third game is needed, then a coin flip shall decide possession. If no coin is available, then the winner of the second game shall shoot for possession from the top of the key.
16. The "take back line" shall be the three point arc around the court. A player must put the ball in play from the top of the arc. All changes of possession must be taken back.
17. If a player causes the ball to go out of bounds or over the mid court line, the opposing team receives possession at the top of the key.
18. Substitutions may be made after a basket or any stoppage of play.
19. On a held ball situation (jump ball, etc.), the ball is awarded to the defensive team.
20. Any common foul shall result in loss of possession for the offending team. Any offensive foul shall result in disallowing a converted basket and loss of possession. Any shooting foul with a missed basket shall result in retained possession by the shooting team. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession. No free throws are awarded.
21. After a team has 10 points and is fouled in the act of shooting that team has the option of shooting one free throw or retaining possession of the ball. This is a dead ball situation. There is no rebounding. If the foul shooter misses the opposing team is given possession of the ball.
22. Each team is allowed 2 one minute timeouts per game.
23. The Supervisor on site reserves the right to make decisions on any topic not specifically covered in the rules.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**