

# 3v3 Pool 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 and Affiliates 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, \$5 will be charged to the Bursar's accounts of any absent team members.**

### **Rule 2: The Game, Court, Players and Equipment**

1. Games shall be played with one basket 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.
2. A game will consist of two 12 minute halves. Teams are responsible for keeping track of their own score.
3. 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 must be approved to play by the lifeguard on duty.
  - d. All body piercings must be removed or covered prior to playing.
  - e. Eye glasses are not permitted in the pool, though goggles are permitted.
  - f. Shirts are permitted but have to be visibly clean and not dirty.
  - g. Swimming suits are required, no gym shorts or running shorts
4. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
5. Each team shall designate to the Supervisor a captain. The captain shall address the Supervisor on matters of interpretation or to obtain essential information.
6. A recreation pool men's basketball will be provided for play.

### **Rule 3: Captains Meeting**

1. Prior to the start of play, the captain from each team will be required to meet with the Supervisor.
2. Follow the Supervisor's instructions and ask any desired rule clarifications at this meeting.
3. After the warm up period, a coin toss or shot will determine who receives the first possession.
4. Upon completion of the toss/shot, each team will assume their sides and play will begin.

#### **Rule 4: The Court**

1. The last team that touches the ball before it goes out of bounds, including when a ball touches any part of the pool deck, loses possession of the ball.
2. If the ball hits any of the flags or lines above the pool, play continues.

#### **Rule 5: Timing**

1. The clock will not stop and will be managed by the Supervisor.
2. If you are late starting your game, the game may be shortened because the clock will stop at the designated time limit.
3. Teams will not receive any timeouts.
4. Injury timeouts may be determined only at the Supervisor's discretion.
5. Violations will result in a turnover.

#### **Rule 6: Scoring**

1. All made shots are worth 1 point.
2. On all fouls the offended team will check the ball at the 15 foot mark. However, for the last 2 minutes in the game, a team will only get 2 team fouls. After the 2 team fouls, the team that is fouled will get a free throw shot. The offensive person will only get 1 shot then it's a change of possession.
3. Teams have 30 seconds to attempt a shot on offense. If a shot is not attempted, the ball will go to the defense.
4. A single person on offense may not hold the ball longer than 10 seconds. That person must either make a pass or shoot the ball. Otherwise it is a turnover.
5. There will be no mercy rule scores.

#### **Rule 7: Change of Possession**

1. After each dead ball, teams will be required to "check" the ball to the defense before restarting play.
2. Once the offensive player receives the ball back from the defense, they must pass the ball to a teammate before moving.
3. The "check" process occurs 15 feet from the basket.
4. On a change of possession such as a steal or rebound the defensive team must take the ball at least 15 feet from the basket to establish him/herself on offense.
5. Even on an air ball, the defense must take the ball out 15 feet from the basket.
6. Failure to do so will require the ball to be checked in with the offense maintaining possession.
7. After a score, foul, or out of bounds violation, the offense will begin possession.
8. If an offensive player is fouled in the act of shooting and the result of the play is a made basket, the foul will be negated and the opposing team will gain possession due to the made basket.
9. Defense gains possession after each made basket.

#### **Rule 8: Player Rules**

1. There is no dribbling required.
2. Players without the ball are free to move without restriction.
3. Defense cannot swipe at the ball. The defense can only steal the ball on passes.
4. Dunking and/or hanging on the rim is not allowed.

5. Offensive and defensive players may not interfere with a shot attempt once the ball is above the rim and starts its downward flight.
6. Offensive violation – Any such violation results in a negated shot attempt. Possession goes to the defense.
7. Defensive violation – The basket will be scored and the defense receives the ball.
8. Games are self-officiated.
9. Teams may substitute at any dead ball during the game.

#### **Rule 9: Overtime**

1. If the score is tied after the time limit is reached, teams will play a one point sudden death tiebreaker.
2. Another coin toss will occur to determine the first ball possession in overtime.

#### **Rule 10: Water Conduct**

1. Splashing is prohibited.
2. Dunking an opposing player underwater is prohibited.
3. The Supervisor has final decision of all rulings.

**ADDITIONAL INFORMATION FOR RULES OF PLAY CAN BE FOUND IN THE  
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**