

INTRAMURAL 3-ON-3 BASKETBALL PLAYING RULES

General Information

- 1) **The team captain and all players are responsible for all information contained in the Playing Rules, the Intramural Eligibility, Policies, and Guidelines webpage, and the 3-on-3 Basketball Event webpage.**
- 2) **Participants must have a valid photo ID with them at all times.**
- 3) The tournament is scheduled for pool play competition followed by a single elimination bracket for the top two teams in each pool.
- 4) Times and format are subject to change based on the number of entries for the tournament.
- 5) Order of finish in pools will be determined in the following order:
 - a) Game record
 - b) Head to Head competition
 - c) Defensive points allowed
 - d) Point spread

Players

- 1) **All players are required to bring a valid photo ID to all games.**
- 2) Teams may have a maximum of 5 players on their roster.
- 3) At least 2 players must be present to start a game.
- 4) Rosters are frozen at the first pool play game.
- 5) A player must participate (play in the game, not just check in) in at least one pool play game to be eligible for the elimination bracket.

Equipment and Uniforms

- 1) No jewelry of any type is permitted at any time.
 - a) **Medical Alert and Medical Treatment Religious Medals** – Medical-alert and medical treatment religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical-alert medals must be taped and may be visible. The wearing of a religious medal must be approved by the Intramural Sports Assistant Director **prior** to participating in any contest. (A cross would not be considered a religious medal for the purposes of this rule).
 - b) **Special Event Wristbands** – If participating in a special event that requires a participant to wear a wristband (ex. OU or ACL wristbands), it is the PLAYER'S responsibility to provide an acceptable method to cover the wristband. Acceptable methods are limited **ONLY** to the following: sweat bands or athletic tape, which will **NOT** be provided by RecSports.
- 2) No hats, bandannas, or other inappropriate headwear will be permitted.
 - a) **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the Intramural Sports Assistant Director may approve a covering or wrap which is not abrasive, hard, or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. Hard items including, but not limited to, beads, barrettes, and bobby pins are prohibited. Participants must receive approval for headwear from the Intramural Sports Assistant Director prior to participating.
- 3) Knee and ankle braces that are not dangerous to other participants are legal.
- 4) All equipment is subject to the approval of the intramural staff on duty.

Substitutions

- 1) May be made after any basket, foul, or stoppage of play.
- 2) A Court Supervisor may require a substitution for disciplinary action.

Timing and Scoring

- 1) A coin toss will start the game. The winner may choose to take first possession or shooting order in the event of a free-throw shoot-out.
- 2) Games will be played to 15 points, win by two points. If neither team has scored 15 points at the end of the 30 minutes, the team ahead will be declared the winner.
- 3) In the event of a tie at the end of 30 minutes, a free throw shoot out will take place. The team who lost the toss will have the choice of shooting first or second. Each player currently on the court must participate in the shoot-out, a 1 for 1 format.
- 4) If a team wins by “no show”, the score will be 15-5. Teams with one or more no shows will not be eligible for the single elimination playoffs.
- 5) Semifinals and Championship games in each division will have no time limits.
- 6) Each team will be granted one 30-second time out per game. There are no time outs in overtime.
- 7) All baskets made from inside the 3-point line will count as one point. All baskets beyond the 3-point line will count as two points. All converted foul shots will count as one point.

Playing Rules

- 1) The defensive player must check the ball at the top of the key before it is put into play to start the game and after every dead ball.
- 2) The ball must be passed to a teammate to begin play.
- 3) Each team will be required to take a shot at the basket within 15 seconds after beginning possession.
- 4) The ball will change possession after all made baskets (no “make it, take it”).
- 5) The defense must take both their feet and the ball completely behind the 3-point arc (anywhere on the court) on any play in which they gain possession in order to check the ball. This rule applies at all times (whether or not the ball touches the rim or is shot is not a factor).
- 6) 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.
- 7) On a held ball situation (jump ball, etc.), the ball is awarded to the defensive team.
- 8) The three-second rule will not be in effect.

Fouls and Violations – Pool Play and Early Round Elimination

- 1) Teams will call their own fouls.
- 2) Players will not foul out of a contest. The court supervisor may disqualify a player guilty of excessive, flagrant or intentional fouls at their discretion.
- 3) If a foul is called and the shot is made, the basket will count but the ball will change possession.
- 4) Teams will call their own violations for out of bounds, traveling, double dribble, palming, etc.

Fouls and Violations – Elimination Finals

- 1) The referees will call all out of bounds, playing violations, and player fouls.
- 2) Sportsmanship will be enforced with the use of technical fouls. A technical foul will result in one free throw and possession to the offended team. Any player who receives 2 technical fouls will be removed from the tournament.
- 3) On the 1st –6th team fouls, the offended team will receive possession of the ball at the top of the key. NOTE: on a made basket, the foul will be recorded, but team possession will change.
- 4) On the 7th-10th team fouls, the offended team will receive 1 free throw (2 free throws if the shot attempt was from behind the arc), but team possession will change. NOTE: on a made basket, the foul will be recorded, but no free throws will be attempted.
- 5) On the 11th and all subsequent fouls, the offended player will shoot 1 or 2 free throws, and their team will retain possession of the ball at the top of the key. NOTE: on a made basket, no free throws will be attempted, but the offended team will retain possession.

Court Supervisors

- 1) There will be one court monitor on every court. The monitor is present to oversee the game and keep score. Should a disagreement arise, the decision will be settled by a "Do or Die" shot. The player making the call will shoot the "Do or Die" from the top of the 3-point arc. If the shot is made, then the call stands. If the shot is missed, then there is no call.
- 2) Fighting will not be tolerated. Fighting and excessive arguing will result in team dismissal. The court monitor may penalize any player, substitute or coach for unsportsmanlike conduct by immediate ejection and removal from the playing area.