3-on-3 Basketball Rules

WARNING: YOU MAY SUFFER FROM PHYSICAL/MENTAL INJURY FROM PARTICIPATING IN INTRAMURAL ACTIVITIES. PARTICIPATION IN THE CAMPUS RECREATION PROGRAM IS COMPLETELY VOLUNTARY. UNCG AND THE DEPARTMENT OF CAMPUS RECREATION ARE NOT LIABLE FOR INJURIES SUSTAINED DURING PARTICIPATION IN CAMPUS RECREATION SPONSORED ACTIVITIES.

PLAYERS:

A team roster consists of at least 3 players. Teams may be comprised of any gender combination. A minimum of 2 players is required in order to avoid a forfeit. Each player must meet UNCG eligibility criteria as outlined in the Intramural Sports policies and procedures. All players must present a valid UNCG ID card to participate. A player is allowed to play on only one team.

Managers and players will be responsible for being familiar with these rules. National Federation of State High School Association’s Rules will govern play with the exception of those listed below. The Intramural Sports Office may make necessary rule changes.

EQUIPMENT:

Section 1. Clothing. Each team must wear jerseys with legal basketball numbers 0-5, 10-15, 20-25, 30-35, 40-45, 50-55. Jerseys are available for checkout if needed. Teams must wear contrasting colors. Shorts or pants with pockets or belt loops are NOT allowed. No tear away pants are allowed. NO hats, bandannas, or any head gear with a knot are allowed. ABSOLUTELY NO JEWELRY with the exception of medical alert tags (which will be taped down) can be worn at any time. Taping, covering, or concealing jewelry is not allowed. No metal barrettes or bobby pins are allowed. Elbow, hand, finger, wrist or arm guards, casts or braces made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance even though covered with soft padding, shall always be declared illegal. Any equipment, which is unnatural and designed to increase a player's height or reach or to gain an advantage, shall not be used.

Section 2. Shoes. Only tennis, court, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black soled shoes, boots, or running shoes will be allowed.

Section 3. Ball. The ball furnished by the University Recreation shall be used for all Intramural games. All teams will use a regulation men’s ball.

THE GAME:

Section 1. Court. The court will consist of one half of a regulation size basketball court. Both teams will shoot at the same basket. The imaginary “check line” shall be the top of the foul circle. A player must pass the ball in from the check line at the start of each game, after a score or after a foul is awarded. On defensive rebounds or steals, the ball must be returned to the check line and the player in possession of the ball may retain control and attempt to score. The ball may not be “stolen back” by the original offense during an attempt to bring the ball behind the “check line” (i.e. Free take-backs).
Section 2. Play. Each match will consist of best of three games playing to 21 (must win by at least two points). Scores will be advanced by one and two point baskets (i.e. A two-point shot in regulation basketball will be awarded one point, and three pointers will be worth two-points). The first team to win two out of three games will be declared winner. Each game will be limited to 10 minutes. The team that is ahead at the end of the 10 minute time limit will be declared a winner. If play is tied at the end of the 10 minute time limit there will be a sudden death overtime period (first team to score wins). Team with the ball at end of regulation will keep the ball to start. Teams will be allowed one 60 second timeout each game (3 per match). Timeouts will not carry over between games. Timeouts may only be called by an offensive player on the court. An intermission of one minute between games will be allowed.

Section 3. Possession. The home team (designated on the score sheet) will begin with the ball for the first game, the away team will get the ball to start the second game. If play requires a third game, the team that starts with the ball will be decided by a coin toss. Ball possession changes hands after each basket (i.e. No “make it take it), or if the ball goes out of bounds on the offense. Each new possession will begin from the top of the foul circle.

Section 4. Substitutions. Substitutions are allowed only after a made basket.

Section 5. Scoring. Teams will be responsible for keeping track of the score and possession arrow for jump balls. Intramural staff will keep track of game clock. Teams will be required to report their scores with the Intramural Staff after each game.

Section 6. Fouling. Players will be responsible for calling their own fouls. Any disputed foul call or missed call will result in a replay of that possession. An individual player cannot foul out of a game, but may be ejected by the Intramural Staff for cause. Ejected players will not be allowed to return to play. 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. Any shooting foul with a converted basket shall result in the basket being awarded along with a change in possession.

INTRAMURAL STAFF AND THEIR DUTIES:

The Intramural Staff shall have power to make decisions on any points not specifically covered in the rules.

The staff shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or follower. If there is flagrant misconduct, the Intramural Staff shall penalize by removing any offending player from the game and the area. In addition, the staff may banish any offending coach, substitute, team attendant, or follower from the vicinity of the court if ejected.

TEAMS will receive a Sportsmanship Rating after each game as rated by the Intramural Staff. Teams will have to maintain a 2.5 average or better to be considered for playoffs. The staff member will rate teams on player behavior and attitude.

TOURNAMENT FORMAT:

Tournament will consist of regulation round robin pool play. The top team from each pool will be granted a bid into the winner’s bracket. Pool champions will be decided by record, point differential, points scored, points allowed, and sportsmanship rating. Team captains will pick a random number that will decide the order in choice of bracket placement. For example, the pool champion that picks the number 1 will get first choice as to where their team is placed in the winner’s bracket.