

University of Minnesota

3 on 3 Basketball Rules

In addition to this set of 3 on 3 basketball rules, the Department of Intramural Sports also has a set of rules that apply to all sports. These rules include the non-affiliate and add/drop policies are posted online at: <http://www.recsports.umn.edu/intramurals/index.html>

1.) General Provisions

- a.) A default counts as a loss on a team's record but allows the team to compete in playoffs. A forfeit counts as a loss and eliminates the team from any possible playoffs.
- b.) The highest standards of sportsmanship are expected of all participants of this activity. The Intramural Supervisor has the authority to disqualify any participants who conduct themselves in an unsportsmanlike manner.
- c.) Any decisions made by the Intramural Supervisor are final.
- d.) Current NCAA basketball rules will apply with the following exceptions.

2.) Players

- a.) A team will consist with three players on the court. A game may be started and played with two players. An unlimited number of people can be on the team as long as each person is on the roster.
- b.) Player Add Policy and Procedures
 1. All players **MUST** be officially added to the team roster by completing a roster add form. The forms are available at the Intramural Office in Cooke Hall 106.
 2. The add form must be completed and returned to the Intramural Office by **12 NOON** the day of the scheduled match for the player to be eligible. For matches scheduled on Sundays, forms must be completed and returned by **12 NOON** Friday.
 3. As well, players may be added via email by contacting imrosters.umn.edu. Please submit the participants first and last name along with their Student ID #. As well, make sure to include the team name, sport, night of play, and league identifier/time of play.
For example : John Smith 1234567
Scorpions, Flag Football, Wednesday, Open B at 8:00pm
*Similar time restrictions listed above must be adhered to in order for participants to be eligible.
 4. Captains are responsible to ensure the eligibility of all players added. This includes insuring that all added players are **NOT** on another team's roster.
 5. Players not added to the roster will **NOT** be allowed to participate.
- c.) Check-in-Policy and Procedures
 1. All students, staff and faculty **MUST** present a valid U of M identification card; non-affiliates **MUST** present a valid non-

affiliate card and picture I.D. to participate in any Intramural activity.

2. There will be no exceptions to this policy. If you do not present a valid U of M identification and/or a valid non-affiliate card you will **NOT** be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individual(s) **MUST** meet with the Intramural Director for possible reinstatement into the Program.

3.) **Equipment**

- a.) Participants must wear a shirt as part of their uniform.
- b.) Shorts or pants must be free of pockets and belt loops.
- c.) All participants must wear tennis shoes with non-marking soles.
- d.) Participants must not wear anything dangerous to another player. This includes all jewelry and baseball caps.
- e.) Any participant who is bleeding or has blood on his/her clothing shall be prohibited from further participation in the game until treatment can be administered.

4.) **Court**

- a.) Play will be on one half of a regulation basketball court. The half court line will be considered an end line for out-of-bounds.
- b.) After each made basket or turnover, the ball must be taken behind the three point line.
- c.) Even on an air ball, the ball must be taken outside the three point arc to alternate possession.
- d.) Any score made without clearing the ball will count for the opposing team.

4.) **Gameplay**

- a.) A coin flip or a “miss or make” shot prior to the game will determine first possession of the ball. The teams decide where the “miss or make” shot will be taken.
- b.) Defense gets possession after a score. The ball must be checked outside the three point line after a score or a dead ball. Defense also gains possession of the ball after a jump ball.
- c.) After the ball is checked, the ball becomes live. The offense can dribble or shoot the ball immediately after the ball is checked. A five second holding violation is also in effect immediately after the ball is checked.
- d.) Fouls
 1. Fouls are to be called by the player fouled.
 2. There are no free throws, instead the ball will be checked outside of the three point line.

3. If the foul is disputed, the ball goes back to the team with possession during the play. If the conflict cannot be quickly resolved, the game is ended and both teams receive a forfeit.
 4. A foul on a made basket is ignored and the offense receives a point from the made basket. After the basket, the defense receives the ball as normal.
 5. Excessive number of fouls or excessively hard fouls can result with ejection of a player, forfeit of one team, or forfeit of both teams.
- e.) Each contest will consist of the best 2 out of 3 games. The first team to score 15 baskets (one point per shot, no two or three point shots) in each game wins. There is not a “win by two” rule in effect.
 - f.) If the games last more than an hour, the Intramural Supervisor may limit the last game to 11 points.
 - g.) Dunking is prohibited. No basket will be awarded and the ball will be awarded to the defense. The player will also be ejected from the game and must meet with the Intramural Director for possible reinstatement into the program.
 - h.) Game time is default time. If a team is not checked in by time of play, the game will be defaulted. If the team doesn’t come before the end of the scheduled game time the team forfeits the game.