

3 ON 3 BASKETBALL RULES

• ELIGIBILITY

1. All participants are subject Intramural Sports rules which are listed in the current Intramural Sports Handbook.
2. Current U of A ID must be presented at each game. NO ID, NO PLAY, NO EXCEPTION.

• THE GAME, PLAYERS AND EQUIPMENT

1. Federation basketball rules will serve, as the basis for all situations not specified below.
2. The restricted division for men is 5'10".
3. 3-ON-3 Basketball is a half court game played by two teams of 3 players each including a maximum of 3 substitutes. There is a limit of 6 players per team. For Co-Rec. at least one of the players "on the court" must be of opposite gender.
4. Teams may start with a minimum of two players. Teams must finish the game with two players. For Co-Rec. at least one of the two players must be opposite gender.
5. Teams are limited to a total of six players on the team roster. Only 6 Champion T-shirts will be awarded to any one team.
6. All games are self-officiated. There is no fouling out. Fouls will be called on the honor system. Substitutions may be made after a basket or any stoppage of play. The teams involved must mediate all questions of judgment.
7. 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 3-POINT ARC. IF THE SHOT IS MADE THEN THE CALL STANDS. IF THE SHOT IS MISSED THEN THERE IS NO CALL.
8. Any game, which cannot be completed due to, continued disagreement between teams would be considered a double forfeit. The on-site Sports Assistant reserves the right to disqualify any player/team that continuously commits harsh and unnecessary fouls in an attempt to influence the outcome of a game.
9. Play shall consist of the best two-out-of-three games to 15 POINTS (win by one). Each basket in "FRONT" of 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). **THERE IS A ONE-HOUR TIME LIMIT ON A MATCH.** If a match goes to the third game then whichever team is ahead when the one-hour time limit is announced shall be declared the winner of the match.

10. Possession of the ball shall change after each made basket or free throw (**no make it, take it**). **However, if a match goes to a third game then, the “make it, take it” rule shall be in affect. So, in the third game, if a team makes a basket that team shall maintain possession of the ball.**
11. 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. Ball possession changes hands after each basket. 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.
12. The imaginary "check line" shall be the three-point arc around the court. A player must put the ball in play from the check line “top of the arc”. On defensive rebounds or steals the ball must be taken behind any point of the three-point arc and the team in possession of the ball may maintain control and attempt to score.
13. 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.
14. On a held ball situation (jump ball, etc), the ball is awarded to the defensive team.
15. 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. No “make it, take it”.
16. After a team has 14 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.
17. Each team is allowed two 2-minute time-outs per game.
18. The on-site Sports Assistant reserves the right to make decisions on any point not specifically covered in the rules.

ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. Forfeit Policy:
 - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 - The Sport Assistant will declare a forfeit and award a “win” to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
 - If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.

- A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

3. Forfeit Penalties:

- Lose right to protest the game
- All possession in a jump ball situation go to the opposing team
- Start the 1st game with a 10-point deficit

4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**