Three-on-Three Basketball

RULES

General Rules:

1. Captains will sign in players 5 minutes before the scheduled game time.
2. Any team not ready to play 5 minutes after the scheduled time will forfeit the match.
3. Official’s decisions are final.
4. Player attire:
   a. Pants: Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring. Players may not wear towels that hang from the waist.
   b. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
   c. Pads or Braces: No pads or braces may be worn above the waist.
   d. Shoes: All players must wear shoes. Tennis/running shoes and soft-soled shoes are permitted.
5. Participants wearing illegal equipment will be asked to remove these items. Failure to do so will result in team disqualification from the tournament.
6. Basketballs will be provided for each game. RUC basketballs will be used unless both teams agree to use another ball.
7. Please refer to Intramural Handbook for additional policies.

Team/Position of Players:

1. Teams will consist of 3 players on the court at all times.
2. Teams may not start and or play a game with fewer than 3 players.
3. The maximum amount of players on a roster is 4.
4. If the number of players drops below three (3), the team will be forced to forfeit.
   a. In order to claim a forfeit, the opposing team must have at least three (3) players present.
   b. If neither team has at least three (3) players 5 minutes after the scheduled time, it will be considered a double forfeit.
Game Format:

1. Games will be decided by the first team to score 15-points or by the leading team after 15 minutes.
2. Game time is running clock, only to be stopped on serious injuries. There is no stoppage (timeouts)/injury time.
3. If a team is scheduled to play back to back:
   a. A 5-minute break will occur between games so teams can move to the next court.
4. If a game is tied at the end of regulation, the next basket scored will determine the winner.
5. One player will shoot for first ball (from the free throw line).
   a. If the two teams cannot agree on which team will take the shot then one participant from each team will play one round of roshambo. The winning team ofroshambo will shoot for first ball.
   b. If the player makes the shot, their team will have first ball; if they miss, the other team will have possession first.

First Possession/After a Made Basket/Non-Shooting Foul/Out of Bounds:

1. The offensive player must check (pass) the ball to the defensive player behind the three-point line at the top of the key.
2. The defensive player will catch the ball and pass it back to the offensive player.
3. Play is live once the offensive player receives the ball back from the defensive player.

Change of Possession (Steals, Air Balls, & Rebounds)

1. All change of possession plays must take the ball back outside the 3-point line. (Except Air Balls)
   a. Outside 3-point line: The player must have both feet touching beyond the 3-point line while having control of the basketball.
2. If a player does not take the ball outside of the 3-point line after a possession change and proceeds to shoot the ball; it is a turnover and the other team will then take the ball out at the top of the key.
3. An Air Ball is the only exception to taking the ball outside the 3-point line on any change of possession play.
4. If the offensive team shoots an Air Ball (Ball does not hit the rim) and the defensive team rebounds the ball they can immediately try to score.
5. All defensive rebounds (except Air Balls) must be taken outside the 3-point line.
6. An offensive rebound does not have to be taken back outside the 3-point line.
Stalling

1. Stalling is strictly prohibited
2. All teams are expected to keep playing until the clock expires.
3. Teams will be penalized 1-point for each 20-seconds that they stall.

Substitutions:

1. Will be permitted on combined scores of 5 (ex. 4-1, 3-2, 6-4, 7-3, etc).
2. Will be permitted immediately in the case of an injury, but not ejection.

Out-of-Bounds:

The ball is out of play when:

1. It has hit the out-of-bounds line or hit out-of-bounds line.
2. It hits the black basketball pole.
3. Hits and/or crosses over the half court line.
4. It hits the ceiling or any fixtures aligned on the ceiling, including lights, wall, scoreboard, scorekeeper, scores table, shot clock etc.

The ball is in play when:

1. The ball is in play when the official makes contact with the ball.

Out-of-bounds restart:

1. When the ball is deemed out of play (see above), it shall be restarted by “First Possession/After a Made Basket/Non-Shooting Foul/Out of Bounds”.

Scoring:

1. 2-point baskets = 1 point
2. 3-point baskets = 2 points
   a. Both feet must be behind the three-point line and ball must be released before any part of the shooter comes in contact with the floor inside the three-point line.
   b. Shooters Feet or foot on the line will be counted as a 2-point basket (1 point).
3. “Make-It, Take –It” rules apply:
   a. The offensive team will keep possession of the ball after they score a basket.
Fouls:

1. Any personal foul shall result in loss of possession for the offending team.
2. Any player control foul shall result in disallowing a converted basket and loss of possession.
3. Before the bonus, any shooting foul with a missed basket shall result in retained possession.
4. Before the bonus, any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
5. Foul shots will be taken on the fifth personal foul. A Foul shot will be taken in the manner of single technical fouls with only one shot allowed to the offended player along with ball possession.
   a. Foul Shots: An unobstructed shot from the foul line awarded to a fouled player.
   b. All Offensive and Defensive players can stand either outside the three point line or line up along the key.

Three-Second Rule:

1. A player from the offensive team is prohibited from staying in the key (Paint) for more than three seconds, or else the player's team will lose possession of the ball.

Conduct:

1. Only the captain may speak to the official about a questionable call. All concerns must be made when the ball is not in play.
2. The official has the right to eject anyone from the game for any reason the referee deems appropriate; including (but not limited to) consistent arguing, obscene language, etc.
3. Automatic disqualification from match for 2 technical fouls.
4. Automatic suspension from league for 4 technical fouls.