

3-on-3 Basketball Rules

updated 08/17/11

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official NFHS (National Federation of State High School Associations) rules will be observed with the following Intramural Sports modifications.

EQUIPMENT

1. Players must wear **similarly colored team jerseys**. If teams do not have team jerseys, mesh pullovers will be issued.
2. All jewelry must be removed before participating. If jewelry is discovered during a game, the offending team will be given a warning. If jewelry is discovered a second time, the offending player will be removed and may not reenter until the jewelry has been removed.
3. Appropriate gym footwear must be worn.
4. Hats and any other headwear that has a hard bill or creates a knot-like protrusion are not permitted.
5. Basketballs will be provided by Intramural Sports.

PLAYERS/SUBSTITUTES

1. **Teams will consist of up to five (5) players.**
2. **At team must have 2 players present at game time in order to begin.**
3. **If, at the scheduled game time, a team does not have 2 players, a 8-minute grace period will be granted in an attempt to ensure that the game is played. The 8-minute grace period will be deducted from the actual game time. During this grace period, the team with the minimum number of players present will be awarded 1 point for every minute or portion of a minute after the scheduled start time up to the tenth minute. If, at the end of the grace period, the team still does not have the minimum number of players the game will be declared a forfeit.**
4. **Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.**

5. If an IM Sports participant is bleeding, he/she will be removed from the contest immediately. If an IM Sports participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration covered.

THE GAME

1. Playing time consists of two 8 minute halves with a running clock. Half time shall be 2 minutes in length. A tie score at the end of regulation time shall result in a 2 minute running clock overtime period, with ball possession determined by a coin toss. The overtime process will be repeated until a winner is determined.
2. There will be NO team time-outs. Officials will only stop the clock in the case of injury or other special circumstances.
3. Substitutions may be made after any stoppage of play.
4. A coin toss will determine initial possession. The winner of the coin toss will take possession of the ball to begin the first half, while the loser of the coin toss will take possession of the ball to begin the second half.
5. Ball possession changes hands after each basket, unless a foul is awarded.
6. After each change of possession, the ball must be taken back across the check line. The check line is the free throw line extended.
7. After any dead ball situation (foul, violation, made basket, etc.), the ball must be passed from the check line.
8. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. If a team is warned for stalling, the official will administer a 10 second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost.
9. Made field goals are worth one point, unless shot from behind the 3 point arc, in which case they are worth two points. Made free throws are worth one point.

OFFICIATING

1. All 3-on-3 games will be self-officiated.
2. A Court Monitor will be present to keep score and settle any disputes that cannot be worked out between the two teams. Disputes will be resolved by a coin toss.

FOULS

1. All common, personal and technical fouls shall be counted against a team total. In each half, a bonus will be awarded on and after the fifth team foul. An individual player cannot foul out of a game, but may be ejected by the official for cause.
2. Prior to the fifth team foul:
 - a. any common foul shall result in loss of possession for the offending team.
 - b. any offensive foul shall result in disallowing a converted basket and loss of possession.
 - c. any shooting foul with a missed basket shall result in a free throw awarded to the offended team and retained possession.
 - d. any shooting foul with a converted basket shall result in the basket being awarded along with retained possession.
3. Following the fifth team foul:
 - a. any common foul shall result in an awarded free throw to the offended player, along with retained possession.

- b. any offensive foul shall result in disallowing a converted basket, a loss of possession, and possession awarded to the offended team.
- c. any shooting foul with a missed basket shall result in a free throw awarded to the offended team along with retained possession.
- d. any shooting foul with a converted basket shall result in the basket being awarded and retained possession.