



UNIVERSITY OF WYOMING

Intramural Sports

3v3 BASKETBALL RULES

(Updated 8/2022)

General Rules Adapted for Intramural Play; in other cases, rules of the National Federation of State High School Athletic Association will be in effect.

1. The Game: Teams will play two separate games against two other teams in their division. There will be a 10-minute break between games. Each team will be given one 30 second timeout per game. Unused timeouts do not carry over to the next game.
 2. Prior to the start of the game, the team captains will shoot for ball from behind the 3 pt line for ball to determine first possession. Only one of the captains needs to shoot for ball; if the person who shoots makes the shot they will have the first possession, if not the opposing team will receive possession.
 3. Checking the ball: The “check line” shall be at the top of the three-point line. 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 (**including “airballs”**), the ball and player in possession (three points of contact) must be behind the three point line. A player has 5 seconds to inbound the ball.
 4. Scoring: The outcome of the game will be decided by the first team to score 31 points, by 2s and 3s (capped at 34 points) or the team with the most points after 15 minutes (continuous running clock), whichever comes first. A team does not have to win by two points. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be played until there is a winner.)
 5. Free Throw and Fouls:
 - A. Personal Shooting Fouls – All fouls shall be counted as team fouls. Players do not line up in the lane and the player fouled will be awarded one free throw. If the free throw is made, then the team whose player shot the ball will be awarded two or three points dependent on the shooting foul location. The opposing team is then awarded possession of the ball.
 - **Fouls committed while shooting will not result in a free throw unless the sixth team foul is reached.**
 - **The ball will be checked up at the top of key until the sixth team foul is reached**
 - If a foul occurs while a player is in the act of shooting and the basket is made, the foul will be reported, the basket will count and no free throws will be shot.
 - Any offensive foul shall result in disallowing the basket.
 - B. Personal Non-Shooting Fouls - All fouls shall be counted as team fouls. After the sixth foul, a one-and-one free throw situation will be allowed. Players will line-up on the lane lines for one-and-one situations
 - One-and-One: After the sixth team fouls teams are awarded an opportunity to shoot a free throw if they make the first shot they are granted a second shot. If they miss the ball becomes live again.
 - Free throws will be shot on any non-shooting fouls after the sixth team foul
 - C. Bonus - The “bonus” is used as an indicator of when free throws are awarded for shooting fouls. The opposing team is then awarded possession of the ball after free throw.
- *Note for officials:** Bonus only take place on shooting fouls ON the 7th foul. Officials need to announce 1 for 2 if shooting foul was inside 3pt line and vice versa 1 for 3 if it was a 3pt attempt
- D. Player/Team-Control Fouls - The official shall award the ball to the offended team at the top of the key. No free throws are awarded, nor can any points be scored on player-control fouls. An intentional foul will



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be called in situations when: a foul is committed on a player when the defender is not playing the ball;; or if there is contact with a throw-in while carrying out an act.

- E. Technical Fouls - All technical fouls will result in one free throw for the offended team (one-for-two). The offended team then gets possession of the ball behind the three-point arc. Anyone on the court for the opposing team may shoot the free throw. An official may call a technical foul for any reason in his/her judgment where he/she feels the situation or play merits calling a technical foul. Examples are, but not limited to: unnecessary roughness, dirty play, foul language, abusive language from players, coaches, managers, or crowd, coaches running on court during play, intentional tripping, fighting, intentional delay of game other than by regular play, intentionally slapping the backboard, requesting a time-out without a time-out remaining, a player's obvious advantageous position is neutralized by another player unnecessarily; when there is obvious excessive contact with an opponent when playing the ball, etc. Any official has the authority to eject, from the game and the gym, a player, players, coach, manager, or fan any time in his/her judgment he/she deems such action is necessary in order to maintain a wholesome playing situation for the other participants in the game
- a) Dunking is permissible during games ONLY. No dunking should occur before games in warm-ups or after games. Dunking during warm-ups will result in a technical foul. Dunking after the game will result in immediate dismissal from the gym and a lowered sportsmanship rating.
 - b) Grabbing and hanging from the rim will be prohibited and penalized with a technical foul. If it happens twice involving the same player, it will result in ejection from the game and the gym for the remainder of the evening. **EXCEPTION:** *Grasping the rim to prevent injury is not a violation. This call is based on the judgment of the officials.*
 - c) The third technical foul **for misconduct** called in one game against one team will cause the game to end with the opposing team receiving the win. The team that was forced to forfeit must also meet with the Intramural Coordinator before participating in any other Intramural activities.
 - d) Fighting directly or indirectly, or abusing opponents, officials, or supervisors in any way is prohibited. Failure to comply with this rule will result in a suspension or complete dismissal from play.
6. Substitutions - Players may substitute only during dead balls or on any stoppage of play. No "on-the-fly" substituting will be allowed. If a player enters the game illegally, a team technical foul will be assessed. The offended team will shoot one free throw and be awarded possession behind the three-point arc.
7. Tournament Tie Situations: A two-minute overtime will be played if the game results in a tie. Each team will be given one additional timeout for each round of overtime played (timeouts from the game or from separate timeout rounds do not carry over). Double overtime will be one minute. Triple overtime will be played as sudden death, which means the first team to score wins the game.
8. Tournament Play: The outcome of the game will be decided by the first team to win 2 of 3 games by 2's and 3's. Games are first to score 31 points (win by 2 capped at 34 points) or the team with the most points after 15 minutes (continuous running clock),, whichever comes first. There will be a 2-minute break between games, and each team will be given one 30 second timeout for each game. Unused timeouts do not carry over.