



UNIVERSITY OF WYOMING

Intramural Sports

3v3 BASKETBALL RULES

(Updated 8/21/2018)

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. Prior to the start of the game, rock/paper/scissors will be played to determine first possession.
2. Checking the ball: The imaginary “check line” shall be outside of the three-point line. A player must pass the ball in from the check line at the start of each half, after a score, or after a foul is awarded. On defensive rebounds or steals (including “airballs”), the ball must be returned past the three point line and the player in possession of the ball may retain control and attempt to score.
3. Scoring: The outcome of the game will be decided by the first team to score 21 points or the team with the most points after 25 minutes of play (continuous clock). A team does not need to win by two points. The scoring of the game will be by 1’s and 2’s: shots behind the three point line counting as 2 and shots inside the arch counting as 1. There will be no halftime.
4. Time-outs: One 60 second time out is allowed per team.
5. Free Throw and Fouls:
 - A. Common Fouls - Ball awarded out of bounds until the 7th team foul.
 - B. Personal Shooting Fouls – Fouls against a shooter in act of shooting - will result in the shooting of one free throw for a 1-point shot and two free throws for a 2-point shot if the basket is not made. If a basket is made in the course of a player being fouled, then one free throw will be awarded.
 - C. Bonus - 1 free throw will be awarded to the offended player after the 7th team foul.
 - D. Violations - Three-second violations will be called for 3v3 basketball. A player cannot remain in his/her free throw lane for more than three consecutive seconds while the ball is in control of his/her team in his/her frontcourt.
 - E. Player/Team-Control Fouls - The official shall award to the offended team at a place out of bounds nearest to the point where the foul occurred. No free throws are awarded, nor can any points be scored on player-control fouls.
 - F. Intentional Foul - All intentional fouls will result in one free throw for the offended team, and the offended team will receive the ball at the point of interruption. The free throw will be shot by the player offended. An intentional foul will be called in situations when: a player’s obvious advantageous position is neutralized by another player unnecessarily; a foul is committed on a player when the defender is not playing the ball; when there is obvious excessive contact with an opponent when playing the ball; or if there is contact with a thrower-in while carrying out an act.
 - G. Technical Fouls - All technical fouls will result in one free throw for the offended team. The offended team then gets possession of the ball behind the three-point arc. Anyone of 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, 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 low 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) Swearing and abusive remarks directed toward opponents, officials, or supervisors shall result in the offending player receiving a technical foul and possible ejection from the game.
- d) 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.
- e) 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.

G. Entering the Lane – On a free throw, all players along the marked lane lines may enter the lane area once the ball has left the shooter's hand. The shooter and all players behind the three-point line and free throw line extended shall not enter the lane area until the ball has touched any part of the rim or backboard. (Penalty: Free throw violation.)

H. Lane Space Occupants During Free Regular Free Throws – Lining up for free throws will consist of a maximum number of 6 people in the lane. The defensive team is required to have 2 players in the second block and an additional player, if they choose, in the blocks on the top of the lane. The offensive team may choose to have 2 players lined up on the middle blocks, as well as the shooter.

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. Overtime: During the regular season, tied games will end in a tie. During the postseason, should the score be tied at the end of 25 minutes of play, a 2 minute overtime period will be played. The 21-point game limit will no longer determine the winner. Possession will be determined by a coin toss. If the score is tied at the end of the overtime period, a sudden death overtime period will be played. The team that scores first in sudden death overtime will be declared the winner. Possession will be determined by rock/paper/scissors.