3-on-3 Basketball Rules

NOTE: A participant may play for only 1 male or 1 female team. Participants may not play for any two male or female teams.

General Rules

Official Team: An official team shall consist of three (3) players on the court with unlimited substitutes. A minimum of two (2) players must be present to start, and continue the game to avoid a forfeit.

Score Card: Prior to each game, all players must sign in on the official score card. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Armstrong Atlantic State University ID in order to participate. NO ID, NO PLAY! (NO EXCEPTIONS) An individual whose name appears on the official score card will be considered as having played in the contest. Late arriving players must have their name added to the score card upon arrival by an official and/or scorekeeper before they may participate.

Starting the Game: A team must report to the game official and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their schedule start time.

Equipment

Shoes: Each player must wear athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic), which covers the foot attached to a composition bottom. No boots, street shoes, or shoes with marking soles will be permitted.

Illegal Equipment: Pants or shorts must be free of pockets, knots, drawstrings, and exposed belt loops. Cut off shirts shall not be cut with a gap of more than a fist below the arm. All jewelry must be removed before playing. This includes earrings, necklaces, watches, and rings. No hats are to be worn. Any equipment that in the official’s judgment would be injurious to participants is illegal to wear.

Ball: Men will use a regulation men’s basketball. Women will use a regulation women’s (28.5) basketball. Teams will use the game ball that is assigned to the court. Practice balls may be checked out at the Front Desk.

Game Regulations

Game Time: A game shall consist of one 15-minute period. The clock will be kept by the on-duty supervisor or scorekeeper.
**Timeouts:** Teams will not have timeouts. If there is an injury or emergency, the on-duty supervisor may stop the game at any time.

**Mercy Rule:** If a team leads by 20 points at any time, the game shall be considered complete.

**Substitutions:** A substitution may be made only in dead-ball situations. Any explanation needed for dead-ball situations will be made by the on-duty supervisors.

**Overtime Period:** If the teams are tied after regulation, an overtime period will be played. The first team to claim a two-point lead in overtime shall be declared the winning team. If three (3) minutes have passed and neither team leads by two, the team winning shall be declared the winner. If the score is tied after three minutes, whoever scores the next point will win.

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**Basic Rules**

**Starting the game:** To start the game and the overtime period, a member of the home team on the scoresheet will attempt a shot from beyond the 3-point line. If the shot goes in, the home team will start with the ball. If the shot misses, the visiting team will start with the ball.

“**Make it, Give it**”: After one team successfully scores, the other team will then have possession of the ball. Possession of the ball will change after every made basket.

**Checking the ball:** After every made basket, a member of the new offensive team must “check the ball” with a member of the opposing team. To do this, the player must possess the ball behind the 3-point line and throw it to a member of the other team. The player on the other team will throw the ball back and play will begin again.

**Clearing the ball:** If the defensive team rebounds a shot that has touched the rim, it must clear the ball past the 3-point line. This means that the ball must be dribbled beyond the 3-point line. If the defensive team rebounds a shot that has NOT touched the rim, it may shoot without clearing the ball. If a team does not properly clear the ball and scores a basket, the basket will be disallowed and the team will keep possession.

**Basket Values:** All shots made from behind the 3-point line shall be worth two points. All other baskets made will be worth one point.

**Call Your Own Fouls/Violations:** Players will be responsible for calling their own fouls on the court. The “honor system” of integrity will be used. If a player is fouled in the motion of shooting, he or she will attempt either one or two free throws depending on where his or her shot attempt was on the floor. **If the on-duty supervisor feels that a player/team is consistently abusing foul-calling privileges, that player/team will be ejected and the game will be forfeited.**

**Intentional Late Game Fouling:** A team that is on defense may intentionally foul on two consecutive possessions with less than two minutes remaining to send the offensive team to the free throw line. The offensive player that was fouled will get one free throw attempt (worth one point). Make or miss, the ball will be turned over to the team that committed the foul.

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**Conduct**

All participants are expected to play according to the Rules of the Division, Intramural Sports and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike
conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent.