

Arkansas State University

Intramural Sports

3v3 Basketball Rules

**Game format:**

1. Each game is played to (15) fifteen points or (20) twenty minutes (15 points straight up… no winning by 2 or more).
2. There will be a running clock up till the last minute of play. The ball will stop for every dead ball situation.
3. Game time is forfeit time.
4. No Mercy Rule.
5. A rock/paper/scissor contest will determine which team receives the first possession of the ball. The ball is put in play from the three point arc.
6. One timeout per game.

**Rules of play:**

1. The ball is put in play from the designated spot (3point line top of the key) after each goal scored, following all free throw attempts, violations, and out of bounds plays. The offensive team does not have to pass the ball to begin play but must “check” the ball with the defensive team. Ball possession changes after each basket, unless a basket is awarded.
2. Point values for each field goal will be one (1) point and two (2) points for each successful three-point basket.
3. When a try for a goal is recovered by the defense after the ball touches the rim or backboard, that team must take the ball back behind the three-point line before attempting a goal. If a goal is scored before the ball is taken behind the three-point line, any points scored are awarded to the former offensive team. In taking the ball back, either the ball or the foot of the player is possession must touch the three-point line or the area behind it. If the defense steals the ball or recovers a try for a goal that does not touch the rim or backboard, that team may attempt a goal without taking the ball back.
4. No make it take it.
5. All common, personal, and technical fouls will be counted toward a team total. An individual cannot foul out of a game, but may be ejected by the Intramural Supervisor if warranted. No free throws will be attempted until on or after the 7th team foul.
	1. One free throw will be awarded for a player fouled in the act of shooting and the two or three-point try is successful.
	2. Two free throws will be awarded for a player fouled in the act of shooting whose two-point try is unsuccessful, and three free throws will be awarded for an unsuccessful attempt beyond the three-point line.
	3. Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending team’s 7th personal foul during each half. Two free throws will be awarded for every foul on or after the 10th team foul of each half.
	4. On all one-shot and one-and-one free throw attempts (not the first of a two-shot sequence), offensive and defensive players may enter the lane when the free throw attempt has contacted either the rim or the backboard.
6. No free throws will be awarded for the following:
	1. Each common foul before the bonus rule is in effect
	2. A double foul
	3. A player control foul.
7. Technical Fouls: On all technical fouls, one (1) point will be awarded to the offended team, plus the ball at the division line for a throw-in. No free throws will be attempted for a technical foul. Technical fouls are counted towards each player disqualification total (five fouls) and the team’s bonus situation. Two unsportsmanlike technical fouls charged to any individual (player or coach) will result in his/her ejection from the game and the facility. Any technical foul assessed to the bench, manager, any coach, or an obvious fan of a team will also be charged to the head coach/team captain. Any team receiving three (3) unsportsmanlike technical fouls in one game shall forfeit the contest.
8. Hanging from the basket/rim will result in a technical foul charged to the player and disqualification from the game and facility. An exception may be made in the event a player grasps the rim to prevent injury. Note that this is the judgment of the game official. Any player damaging the rim and/or backboard may be held liable for the cost of replacing damaged equipment.
9. Intentional Fouls: One (1) point and possession of the ball at the spot nearest the foul will be awarded to the offended team for all intentional fouls during an unsuccessful two-point try. An intentional foul during an unsuccessful two-point try will result in two (2) points and possession of the ball. For a successful one-point or two-point try, the basket will be counted and the ball will be awarded.
10. Flagrant Fouls: On all flagrant fouls, the offended team will be awarded one (1) point and possession of the ball. The offending player will be ejected from the game.