

# Intramural 3v3 Basketball Rules

The following set of rules addresses gameplay for 3v3 Basketball. Any additional situations that arise will be governed by the NFHS basketball rulebook. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

**Pre-Game:** All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

### **No ID, No Play!**

**Equipment:** The intramural staff will provide pinnies with numbers. However, teams may provide their own jerseys, so long as there is a number on either the front or the back.

No jewelry or hard brimmed hats may be worn.

If braces are worn, they must be covered with a soft, pliable material.

Hard casts may not be worn.

**Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

**Players:** Teams consist of 3 players on the court at all times. Teams must have at least 2 players to begin a game.

**Scoring:** Each basket inside the arc is worth one point. Each basket from beyond the arc is worth two points.

After a score, the defense will be awarded the ball.

**Starting the Game:** Teams will rock, paper, scissors to determine who begins with the ball in the first game.

At the beginning of the second and third game, the team that lost the previous game will begin with the ball.

**Ending the Game:** A match is best of three games. The first two games are played to 15 points. If needed, the third game is played to 11 points.

At the end of 40 minutes, the current game will end, and the team in the lead will receive the win for that game.

**Substitutions:** Substitutions may be made after a basket or any stoppage of play.

**Checking the Ball:** The ball must be checked to the defense after a score, foul, violation, out of bounds, or jump ball.

Once checked, the ball must be passed once before it may be dribbled or shot. Additionally, the defense may not steal the ball before it has been passed.

**Clearing the Ball:** After each change of possession, the ball must be cleared back to the 3-point arc. This includes an air ball or a steal. Baskets made without clearing the ball will result in points for the opposing team.

**Jump Balls:** All jump balls are awarded to the defensive team.

The defensive team is defined as the team that would need to clear the ball upon gaining possession.

For example, if a team gets a defensive rebound, and a jump ball is called before they have had the chance to clear the ball, that team is still considered the defense and will be awarded possession.

**Fouls:** Fouls should be called by the offended player.

There are no free throws in 3v3 basketball. If a foul is called, the ball is awarded to the offended team behind the 3-point arc.

If, during a shooting foul, the basket is made, the points count, and the scoring team is awarded possession.

All fouls called should be honored by the opposing team. If a conflict cannot be resolved quickly, the intramural staff reserves the right to forfeit the game.

Additionally, the supervisor reserves the right to remove players from the game due to excessive fouls or hard, unsportsmanlike fouls.