

University of Wyoming
INTRAMURAL SPORTS

3 ON 3 BASKETBALL RULES

(Updated 10/08)

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, the team will have a coin toss to determine first possession.
2. Forfeit Time: A ten-minute forfeit time will be enforced. Teams must be on the court and ready to play.
3. 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.
4. 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. The score of the game will be called out after every made basket. There will be no halftime.
5. Time-outs: One 60 second time out is allowed per team.
6. Substitutions may be made after a basket or a stoppage of play.
7. Fouls: Fouls committed on a shot attempt 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. Team fouls will be recorded, and a bonus free throw will be awarded for every foul committed beginning with 7 team fouls (unless the foul occurs on a shot attempt, in which free throws will be awarded based on the type of shot attempt). An individual player cannot foul out of a game, but may be ejected by the supervisor for unsportsmanlike behavior.
8. Technical Fouls: A technical foul may be awarded for administrative purposes, for unsportsmanlike conduct, and for illegal contact occurring during a dead ball. Should a technical foul be called, the offended team will shoot one free throw and will also receive the ball for a throw in outside of the three point line. If a player receives two technical fouls, they will be removed from the game. Also, if a team receives a total of three technical fouls, the game will be forfeited.
9. 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 a coin toss.
10. Sportsmanship: **ALL PLAYERS ARE ENCOURAGED TO COMPETE IN THE SPIRIT OF FAIR PLAY AND SPORTSMANSHIP!!** A team is responsible for the actions of all individual members and spectators directly related to the team. Any team that is involved in any type of physical altercation or unsportsmanlike conduct may be automatically suspended. Sportsmanship ratings will be assessed after each game by the officials and supervisor. An average of 3 or above is needed to continue into the playoffs.