

# Intramural 3 On 3 Basketball Rules

## **I. Team Size**

- A team consists of at least 3 players (minimum of 2 to begin the game). Only current MSU Billings & City College students/faculty, and staff are eligible. Spouses of the students, faculty and staff that have paid the Rec Family Fee are eligible to play. Limit of one Male or one Female former college varsity basketball player per team. (No limits on persons who played varsity Basketball over 5 years ago). Varsity eligibility will only be considered for four-year programs. No current varsity sports players may participate. Please refer to the Director of Rec Activities for eligibility questions.

## **II. Court Dimensions**

- The game will be played on one of the designated half courts in the lower gym.

## **III. Length of the Game**

- The first team to score 30 points or the team leading at the end of the 20-minute time limit will win. It is not necessary to win by two points. In case of a tie at the end of 20 minutes, the winner will be decided by the next basket made.
- The clock will not stop. If there is an injury or other stoppage during the game, an additional 1-minute will be played beginning immediately after the end of regulation time.
- Teams will take no time outs unless an injury or other extreme circumstance occurs.

## **IV. Substitutes**

- Substitutions can only be made during a dead ball, after a made basket, or other stoppage of play. Teams are allowed 1 substitution per game.

## **V. Game Play**

- Possession at the start of the game or any overtimes will be determined by rock, paper, scissors or a coin flip.
- Play begins at the top of the 3-point line with a bounce pass from the defending team to the offensive player. The ball is live when the offensive player has control of the ball.
- The score must be stated by the defending team and agreed upon after every made basket and before the ball can be put into play.
- Teams will get 1 point for each made basket within the 3-point line and 2 points for a basket made beyond the 3-point line.
- The game is self-officiated. Either team may call fouls at any time. However, calls are usually reserved for fouls, by the defense, which deprive an offensive player from scoring and/or fouls, by the offense, which enable a basket to be scored by an unfair act by an offensive player against a defensive player. Off the ball fouls should rarely be called, just as violations such as traveling. Constant calling of trivial fouls will take away from game time and decrease the general enjoyment of the game. Fouls may be called on shots up to the time of the basket or on a miss, the ball hitting the rim or backboard. (If the ball doesn't hit anything-ease up defense, either that was an air ball or that was a nasty foul.) As stated in General Play and Scoring, the fouled team will receive the ball at the check line.
- A player cannot "foul out" of a game, but may be ejected for any cause by the Intramural Sports staff. Fouls during the act of shooting will result in one free throw that will be worth 1 or 2 points depending on where the shot was taken from and whether or not the shot went in. Fouls that are not in the act of shooting will result in the team being fouled awarded the possession of the ball at the check line.
- When a possession turnover occurs ball must be back beyond 3-point line.
- Teams fouled on the twenty-eighth or twenty-ninth points have the option of in-bounding the ball, or shooting a one-point free throw.
- Stalling is not allowed. Each team will be required to take a shot at the basket within a normal amount of time (monitor will use their discretion). If a team is thought to be stalling, monitor will award the ball to the opposite team.

## **VI. Unresolved Disputes**

- Games may have court monitors. Their primary duties will be to collect scores and handle any disputes that arise.
- No swearing allowed.
- Sportsmanship for players and spectators at all times.