



BUF INTRAMURAL 3 ON 3 BASKETBALL

I. THE GAME

- A. 3 on 3 Basketball is a half-court game played by two teams of **three** players each, including a maximum of three substitutes.
- B. Only players who are listed on a team's roster form may play. No alternate or pick-up players will be allowed after the first 2 regular season games. It is suggested that all teams include four to six names on their roster to decrease the chances of forfeited games.
- C. Game time: Men and women will play two 16-minute halves with a 4-minute half-time.
- D. Overtime: A tie score after regulation time shall result in one 3-minute overtime period. If the score is still tied after the overtime period, the teams will have another jump ball and play sudden death until one of the teams scores.
- E. One time out per half (1 minute). No time outs during overtime periods.
- F. A running clock is used until the **last minute of each half** and overtime period.
- G. The clock will be stopped:
 - During the **first 15 minutes of each half** (and first two minutes of each overtime period) only for...
 - Timeouts
 - Injuries
 - During the **last minute of each half and overtime period** on all whistles (like a normal game) ...
 - Fouls
 - Violations
 - Out of bounds
 - Jump ball situations
 - Timeouts
 - Injuries
- H. If a team is not ready to play within 5 minutes of elapsed time, the team ready to play legally wins by forfeit.
- I. Substitutions may only be made after a whistle has blown for some type of stoppage of play with the acknowledgment of the referee.
- J. The official will flip a coin with the captains before the game begins. The winner of the toss takes possession of the ball first at the beginning of the game. The alternating possession rule will determine every jump ball situation through the rest of the game.



- K. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. A shot must be attempted within 30 second (official's judgment). Officials should warn a team 10 seconds before making a stalling call.
- L. Teams must take a ball back past the "check line" after each change of possession. **The check line shall be past an imaginary line running across the top of the 3-point line (TOK), from sideline to sideline.** The officials should explain which line will be used before each game. Officials may give a team one warning each game before enforcing this rule.
 - To start each half, after a foul has been awarded, or after any stoppage of play, the ball must be checked by a defensive player, after which the ball is alive and may be passed, shot, or dribbled.
 - After a score, on defensive rebounds, or after steals, the ball must be returned past the check line and the player in possession of the ball may maintain control and attempt to score.
 - If a team (Team A) fails to cross the check line with at least one foot in any of the situations above, the official should attempt to verbally communicate to the players that the ball was not taken back past the check line. If a shot is taken **and made** by team A before the ball was taken back past the check-line, the officials should blow the whistle and stop play immediately. The basket would be disallowed and team A retains possession of the ball (check at TOK). If team A retains possession of the ball after a shot, the officials should verbally communicate to that team that they still need to take the ball back past the check-line.
- M. The 3 second lane violation is in effect.
- N. High school rules shall be enforced whenever applicable.

II. FOULING

- A. During the first 15 minutes of each half while there is a "running clock"…
 - No foul shots will be taken.
 - Personal fouls committed during the act of shooting…
 - On a two-point attempt, if the shot goes in, it is an automatic 3-point play for the shooter and the scored upon team gets possession at the check line.
 - On a three-point attempt, if the shot goes in, it is an automatic 4-point play for the shooter and the scored upon team gets possession at the check line.



- If the shot does not go in, one point is awarded to the shooter and the shooting team gets to retain possession of the ball (check at the TOK).
 - Flagrant fouls are penalized by an automatic two (2) points and retained possession of the ball.
 - Technical fouls and Intentional fouls result in an automatic two (2) points and retained possession of the ball. Two technical or flagrant fouls by any one player will result in the disqualification of that player for the remainder of the game and a suspension for their team's next game.
- B. During the final minute of each half with the clock stopping...
- Shooting fouls are dealt with in the normal manner, and...
 - Common fouls result in a bonus situation:
 - One-and-one on the team's 7th, 8th, and 9th fouls during each half.
 - Two free throws beginning with the 10th team foul during each half.
- C. Player control fouls (offensive fouls) are dealt with in the normal manner throughout the entire game (change of possession).
- D. Players will be removed from games on their 5th foul committed or for unsportsmanlike conduct.**

III. ADMINISTRATION

- A. Each team member should wear appropriate shirt color (light or dark) for each game.
- B. All players must abide by BUF dress code to play.
- C. The referee will check the score sheets at the end of the game, sign one, and turn it into the Wellness Center office.
- D. The Referee:
- The referee shall conduct the game in accordance with the official rules. The referee shall penalize any player or substitute for unsportsmanlike conduct by immediate ejection and removal from the playing area. The referee shall have power to make decisions on any point not specifically covered in the rules.