

IM Sports - 3 on 3 BASKETBALL RULES

These IM rules, NCAA Basketball Rules and the IM General Rules will govern play.

TEAM: A team consists of 3 players on the court and a maximum of 1 substitute. After the first game, your roster is set.

PSU ID+Cards: All participants must show their current PSU ID+Card at all games.

ELIGIBILITY: Current undergraduate students, graduate students, faculty and staff (former members of ANY college varsity basketball team must wait one year from last varsity season). Basketball club members who participate on the traveling and/or practice squads are limited to 2 players per team.

CONDUCT: The Yellow & Red card system is in effect. Any verbal abuse directed at an official will be an automatic Red card and ejection from the tournament.

TIME: Playing time is two 8-minute halves. Throughout the game the clock will run continuously. There will be a 1-minute halftime. **Three Second** lane violations will be called. **Time-outs:** none; except by referee for injuries or rule discussion. **Stalling** or deliberate attempts to freeze the ball shall result in loss of ball possession. The referee may issue a verbal warning before taking away possession.

START OF GAME: Team must be signed in and READY TO PLAY at their scheduled time. **Coin Toss:** winner gets first possession in first half, the other team will receive possession in second half. The referee will signal the ball in play for both halves.

COURT: 3 on 3 basketball is a half-court game. The "check-line" shall be the top of the arc.

BALL POSSESSION AND PUTTING THE BALL IN PLAY:

- The ball changes possession after each basket unless a foul is awarded.
- At the beginning of each half, after a score, after a foul, or out of bounds: the ball must be PASSED in from the check-line.
- The referee must handle the ball after out of bounds is called, or a foul is awarded.
- After defensive steals, rebounds, or blocked shots, the ball must also be returned to the check-line, but does not need to be passed into play.

FOULS: ANY PLAYER WHO ACCUMULATES FOUR FOULS WILL BE DISQUALIFIED FROM THE GAME.

- **All DEFENSIVE Fouls:** will result in retained possession for the offense (even after a converted basket).
- **All OFFENSIVE Fouls:** will result in a change of possession and disallowing converted baskets.
- **All TECHNICAL & INTENTIONAL Fouls:** will result in one free throw with possession going to the offended team. (Ejection of player may follow).

FREE THROW ATTEMPT: The referee will signal the ball in play for free throw attempts. Teams must line up promptly for foul shots. Officials will penalize teams that attempt to consume time by using stalling tactics. Officials may order stoppage of time and charge a technical foul.

SUBSTITUTIONS: ONLY AFTER a converted basket, a foul shot, or any stoppage of play. The substitute must get an official's attention and wait to be called in. A technical foul will be charged to the team for failure to abide by this rule.

HELD BALL: There will be no jump balls. Possession after a held-ball situation is alternating possession.

OVERTIME PROCEDURE: If the score is tied after regulation play, an overtime period of two minutes will be played. If the score remains tied at the end of this period, a second overtime will be played and it will be sudden-death. Possession of the ball will be determined by coin-toss.

PLAYOFFS: Top team from each league will advance to the playoffs. In the event of a tie, all teams that are involved will advance.

PLAYERS may compete for **ONLY ONE** team. Once a person has played with a team they cannot play with any other team. Violation will result in a forfeiture of the games involved with that player.

QUESTIONS: Intramural Office, Room 2, IM Bldg, 8am - 4:30pm (M-F), (814) 865-5401
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