

# 3-on-3 Basketball Rules

Florida Atlantic University  
Campus Recreation  
Intramural Sports

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION BASKETBALL RULES WITH THE FOLLOWING EXCEPTIONS:

## A. General IM Procedures

1. Teams should arrive by 5:45pm at the Fitness and Recreation Center and games will begin at 6:15pm. There will be a Captain's meeting at 6:00pm. If you do not attend the Captain's meeting, you will not be allowed to play in bracket play. All participants must display a valid OWL Card before their first game. **No ID – No Play – No Exceptions!**

2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court. Any player found with jewelry on during the game will be assessed a technical foul.

## B. Players

1. Each team will consist of three players on the court at one time with unlimited substitutions. Teams can have a maximum of six players on their roster. To avoid a forfeit, a team may start with no less than two players.

2. Substitutions shall be made only during dead ball situations. Substitutes must wait for the official to acknowledge the sub.

3. Non-marking athletic shoes and athletic attire are required for participation. Shorts may not have any zippers.

## E. Rules

1. Games shall be played to 15 points with a maximum time of 20 minutes, and will be "win by 2." If game is tied when time elapses, the teams will finish the point with the next point winning the game.

2. Field goals will be worth one, field goals behind the "three point line" are worth two. The opposing team gets the ball to check in outside the 3-point line after each made basket.

3. To begin each play the ball must be checked and **passed** in. Players will not be allowed to dribble the ball in, or shoot immediately after a check. Failure to do so will result in a turnover.

4. After each change of possession, the ball must be cleared with both feet and the ball past the 3-point line.

5. Intramural officials will be present to officiate the game.

6. If a foul is called during the course of the game, the ball will be checked at the top of the key with the opponent and play shall continue. If a player is fouled in the act of shooting and the basket is made, the basket is good and the ball belongs to the defense. If a player control foul occurs, the basket is always no good and the ball belongs to the defense.

7. Any foul or rough play deemed flagrant by the staff will result in the immediate disqualification and ejection of the violating player. A continuation of intentional fouls observed by and warned by the staff will also result in the ejection of the offender.

8. Players will foul out on their 4<sup>th</sup> foul of the game.

9. Each team will be allowed 1 – 45 second timeout per game.