



3-on-3 Basketball Rules

Each participant is responsible for presenting a current EKU ID to the Intramural Supervisor at game time. NO EXCEPTIONS!

Teams, Court and Game

Each team may have 2 substitutes who may enter the game on any dead ball. A team must have 3 players to start and continue a game. The team roster limit is 5 players.

Games will be played with two 10 minute halves. There will be a two minute intermission between halves. If the game is tied at the end of regulation an overtime period of 3 minutes will be played. If the score remains tied at the end of the first overtime period, a two minute period will be played, followed by additional 1 minute periods if necessary.

The boundary lines are the end line, the center court line and both sidelines.

Timeouts can only be called by the Intramural Supervisor for injuries and special circumstances. If play is stopped for an injured player, that player must leave the game until the next dead ball if his/her team has a substitute.

Substitutions may be made on any dead ball.

Odds/evens shall determine first possession. Thereafter, jump balls shall result in alternating possessions.

Change of Possession and Check Line

Ball possession changes after each made basket.

The 'check line' shall be the 3-point line at the top of the key. A player must pass the ball in from the 'check line' after a dead ball and after each basket.

After **EACH** live ball change of possession, the ball must be returned to a point anywhere behind the 3-point arc. At least 1 foot must be placed on the ground beyond the 3-point arc, and the player in possession of the ball may retain possession and attempt to score.

Scoring

Baskets made from inside the 3-point arc will be awarded 1 point, and baskets made from beyond the 3-point arc will be awarded 2 points.

Teams are responsible for keeping the score, and any score disputes should be resolved at the time they occur. There will be no protests of the final score at the end of the game.

Fouls and Violations

All games will be self-officiated. The offense will call all fouls, and the defense will call all violations (traveling, double dribble, etc.).

NOTE: 3 seconds in the lane is NOT a violation.

The following rules shall apply in regard to fouls and violations:

- A. Fouls must be called immediately by the player being fouled.
- B. Violations must be called by the defender who is guarding the person that commits the violation.
- C. On all common fouls (non-shooting), the ball will be put into play from behind the 'check line' by the fouled player.
- D. If a player is fouled in the act of shooting and makes the basket, the basket will be awarded, and the foul will be disregarded with the defensive team taking possession.
 - a. If the player is fouled and does not make the basket one free throw will be awarded, two free throws on any shot taken from beyond the "three-point" line.
- E. Once a team commits its tenth foul, the opposing team will receive 1 free throw and possession of the ball. The clock will run during all free throws.
- F. Unsportsmanlike conduct **WILL NOT** be tolerated. In cases of verbal and/or physical misconduct, the Intramural Supervisor retains the right to eject a player or team from the game.

Intramural Supervisor

The Intramural Supervisor has total control over the game and shall keep the game time and serve as mediator if calls cannot be resolved by the players. Supervisor's decisions are final.