

WESTERN WASHINGTON UNIVERSITY INTRAMURAL SPORTS

3 on 3 BASKETBALL RULES

All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

Current High School Federation rules will govern play. Intramural policies, procedures, eligibility requirements, etc. and specific tournament rules shall take precedent.

1. Half court game played by two teams of three players. Playing time shall be a twenty-five (25) minute running clock or thirty (30) points, whichever comes first. All baskets will count as 2 points unless a successful 3-point try.
2. **There are no time - outs.**
3. All games are team officiated. Teams should decide before the game who will have first possession.
4. A team must have two players on the court ready to play at game time. **GAME TIME IS FORFEIT TIME.**
5. If a game is tied after twenty-five (25) minutes in the regular season, the game will end in a tie.
Play-off Overtime Procedure: Teams will play a 2 minute running clock overtime period. If the score is still tied after this period, a "sudden death" period will begin immediately with the 1st team to score declared the winner
6. The imaginary "check line" shall be the top of the key. To start the game, after a score, or after a foul is awarded, a player **must pass** the ball in from the check line, all balls must be checked by a defensive player.
7. On any change of possession (defensive rebounds or steals), the ball must be returned to anywhere beyond the Three Point Line and the player in possession of the ball may maintain control and attempt to score. The player's feet and ball must be completely behind the Three Point Line before the ball can be advanced.
8. Substitutions may be made after a basket, or any stoppage in play.
9. An individual cannot foul out of a game but may be ejected by the intramural staff. Flagrant fouls and/or any act of misconduct, physical or verbal, directed towards any individual, will result in an immediate ejection. All disciplinary situations involving individual(s)/team(s) will be reviewed.
10. **Players must call their own fouls. If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. If the offensive player is not in the act of shooting or does not score on the shot when fouled, possession is retained and ball is checked in at the top of the key. All offensive fouls result in change of possession. ALL PLAYERS ARE ENCOURAGED TO PLAY WITH THE SPIRIT OF FAIR PLAY AND GOOD SPORTSMANSHIP.**
11. To avoid "stalling" situations, the closely guarded rule will be in effective. If a defensive player is within 6 feet of an offensive player with the ball, the offensive player has 5 seconds to dribble or pass the ball off.
12. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player.
13. Sportsmanship ratings will be given (refer the Intramural Handbook for the Sportsmanship Rating System)

CO-REC MODIFICATIONS

1. Teams can play with one man/2 women or 1 woman/2 men combos.

EQUIPMENT

1. Equipment representing possible hazards to participants will not be permitted to be worn. Elbow, hand, finger, wrist or forearm guard, cast or brace made of hard and unyielding leather, plastic, pliable (soft) plastic, metal or any other hard substance, even though covered with soft padding, is illegal. Knee braces will be permitted if padded and metal is not exposed. Players may not wear jewelry. Failure to remove such equipment when asked to do so will result in that specific player not being allowed to participate until the equipment is removed. **THIS INCLUDES ALL EARRINGS AS WELL AS LEATHER JEWELRY.**
2. Teams are responsible for providing a game ball.

REMEMBER: Defensive calls all offensive violations (stalling, traveling, double dribbles, etc)