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# UTC Campus Recreation

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# INTRAMURALS

## 3v3 BASKETBALL RULES

Fall 2017

All games will be governed by the 2017-2018 National Collegiate Athletic Association (NCAA) Rules Book with the following UTC Intramural Sports modifications:

### Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, **valid UTC student or faculty/staff ID** card and be a member of the Aquatics and Recreation Center in order to be eligible to participate.
2. Each Men's and Women's team shall consist of 3 players. Each team must have a minimum of 2 players in order to begin a game.
3. Men shall use a regulation-sized basketball. The intermediate (women's) basketball shall be used for Co-Rec and Women's play. A game ball will be provided for each game or teams may choose to provide their own.
4. **Jerseys:** Each team is urged to wear **numbered** shirts of one distinguishable color. Numbers must be clearly legible on the back of each jersey. No taped-on numbers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. When intramural jerseys are used, a full T-shirt must be worn underneath each jersey.
5. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes which may mark the floor are permitted. No street shoes, combat boots, or hiking boots may be worn. Barefoot and stocking feet are not allowed.
6. No denim shorts or pants will be permitted. The intramural supervisor will have the final discretion on the legality of apparel.
7. **Jewelry:** No jewelry or any other item deemed dangerous by the official may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play. Religious & Medical emblems are permitted, pending that they are taped and secured to the players' body.
8. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
9. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
10. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

## **Section 2: GAME FORMAT**

1. Each match will consist of a best-two-out-of-three game series, in which games will be played to 21 points. There will be a 30-minute time limit per match. If this time limit has expired before the completion of a game, the first team to go ahead by 15 or more points will be declared the winner of the game. If this results in a one-to-one tie, a third game will be played to four points.
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team decides to wait, it will be required to wait a maximum of 10 minutes and play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is two.
3. The winner of the coin toss shall have the options to start on offense or defense.
4. A substitute may enter the game at any time play is stopped
5. Baskets will count for two or three points, depending on which area of the floor the shot is attempted.
6. Teams will alternate possession after a successful basket
7. After any dead ball situation, the ball must be “checked” by the defense from the top of the three-point arc. If a ball is not “checked” by the offense to start play, the ball is turned over to the defense.
8. After it is “checked”, the ball must be passed inbounds to start play.
9. After a change of possession, the ball must be taken behind the top of the three-point arc extended before a shot may be attempted. If a team fails to clear the ball past the top of the three-point arc extended, the ball will be given to the defense.
10. No officials will call the game. All players must call fouls and violations as necessary to keep the game in control. Only players on the court may call fouls. Bench players and/or coaches will not have any input in such decisions. Any disputes that cannot be decided by players will be left to the discretion of the Intramural Sports Supervisor on duty.
11. There are no free throws. Any fouls will result in the offended team gaining possession of the ball.
12. All held-balls (jump balls) result in possession being awarded to the defense for a throw-in.

## **Section 3: COURT POLICIES**

1. There will be no dunking or grabbing of the rim during pregame while playing in the Maclellan gym. If a player dunks or attempts to dunk a ball not during a game, a technical foul will be assessed to that player.
2. Food and beverages may not be brought into the gymnasium area.
3. Team spectators must watch the game from the upstairs area in the Maclellan Gym. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.