



Truman State University
Intramural Recreational Sports

Outdoor 3v3 Basketball Rules

Truman State University Intramural Outdoor 3v3 Basketball will follow a variation of National Federation of State High School Associations (NFHS) Basketball Rules. The following is a listing of the more common rules applying to Intramural play along with Intramural Recreational Sports Modifications. The complete NFHS Basketball rulebook is available for viewing online at NFHS.org. All Participants must follow guidelines stated in the Intramural Recreational Sport Handbook.

SECTION 1: GENERAL RULES & REGULATIONS

TEAM REQUIREMENTS

1. Outdoor 3v3 basketball is a half court game played by two teams of three (3) players each, including a maximum of three (3) substitutes, for a maximum roster size of six (6). A team must have two (2) players listed on the roster present in order to start a game.
2. If a team has forfeited, the opposing team must have at least two (2) players checked in with the Intramural employee to be credited with the win.
3. All games shall be played on the date and hour scheduled. **GAME TIME IS FORFEIT TIME**

EQUIPMENT AND FACILITIES

1. The playing area consists of the outdoor basketball court at Greenwood, unless otherwise adjusted.
2. Players must remove all exposed jewelry. This includes fitness bands, watches, rings, earrings, etc. Participants that are unsure if an item consists of jewelry should consult the Intramural employee present. Failure to remove jewelry could result in being removed from the game.
 - a. Penalty: personal foul; refusal to remove: ejection from game/facility.
3. Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the Intramural employee may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides, with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber, or similar material, will be allowed.
4. Basketballs will be provided by the Intramural Recreational sports program for participants to use.
 - a. Teams that wish to use their own ball for a game must have the opposing team agree to use the equipment provided, as well as approval from Intramural employee.

SECTION 2: GAMEPLAY & RULES

LENGTH OF GAME & TIMING

1. Playing time consists of two 8 minute halves with a running clock. Half time shall be 1 minute in length. A tie score at the end of regulation time shall result in a 2 minute running clock overtime period, with ball possession determined by a coin toss or rock-paper-scissors (RPS). The overtime process will be repeated until a winner is determined.
2. There will be one-20 second team time-out per team, per game. The Intramural employee will stop the clock in the case of injury or other special circumstances.
3. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. If a team is warned for stalling, the Intramural employee will administer a 10 second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost.

GAME PROCEDURES

1. Substitutions may be made after any stoppage of play.
2. A coin toss or RPS will determine starting possession. The winner may choose if he or she wants the ball to begin the first half or the second half.
3. Ball possession changes hands after each basket, unless a foul is awarded.
4. After each change of possession, the ball must be taken back across the check line. The check line is the free throw line extended and above the three-point arc.
5. After any dead ball situation (foul, violation, made basket, etc.), the ball must be passed from the check line.
6. Made field goals from beneath the arc are worth 1 point, made field goals from beyond the arc are worth 2 points. Made free throws are worth 1 point.

FOULING

1. All common personal and technical fouls shall be counted against a team total. In each half, a bonus will be awarded on and after the fifth team foul. An individual player cannot foul out of a game, but may be ejected by the official for cause.
2. Prior to the fifth team foul:
 - a. any common foul shall result in loss of possession for the offending team
 - b. any offensive foul shall result in disallowing a converted basket and loss of possession
 - c. any shooting foul with a missed basket shall result in retained possession
 - d. any shooting foul with a converted basket shall result in the basket being awarded, along with change of possession
3. Following the fifth team foul:
 - e. any shooting foul with a missed basket shall result in a foul shot taken in the manner of single technical foul with only one shot allowed to the offended player
 - f. any shooting foul with a converted basket shall result in the basket being awarded, a foul shot taken in the manner of single technical foul with only one shot allowed to the offended player

OFFICIATING

1. All 3v3 games will be self-officiated.
2. An Intramural employee will be present to settle any disputes that cannot be worked out between the two teams. Disputes will be resolved by RPS or a coin toss.

SECTION 3: MISCELLANEOUS INFORMATION

PROTESTS

1. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of a judgment call. Only rule interpretations may be protested.
2. A protest must be made with the Intramural employee immediately following the call in question or before the start of the next play.
3. Protests involving ineligible players may be made any time before the game, at halftime, or immediately following the conclusion of the game. All eligibility protests will be marked by the Intramural employee as being played under protest, but the game will be completed. A written protest must be submitted to the Director via the Intramural employee by noon the following day in order for the protest to be heard. Protests that do not follow these guidelines will not be heard.

PLAYER/PARTICIPANT CONDUCT

1. We will hold all participants and spectators to a high degree of sportsmanship. This includes respect to authority, other participants and other spectators. Intramural employees may cite any participant or spectator with acts of non-sportsman-like conduct, and we may link spectators to participants for the purposes of assessing penalties.
2. Intramural employees may eject participants and spectators from any contest and/or event facility for acts of non-sportsman-like conduct. Those ejected for any reason may not participate in any further intramural activities until arranging a meeting with the Director of Intramural Recreational Sports to discuss reinstatement.

3. The Intramural Department, in coordination with the Office of Citizenship and Community Standards, will potentially suspend any person ejected from competition two times during the academic year (in any sport or combination thereof) for the remainder of the academic year. If the ejection occurs in the last game of a school year, the penalty will carry over to the next school year, if warranted. These cases are reviewed before a suspension is assessed and handed down.
4. Fighting and malicious contact are strictly prohibited at intramural contests. Those who threaten or physically abuse intramural employees or other applicable authority will potentially be removed from Intramural participation permanently. These cases are reviewed on a situational basis in cooperation with the Office of Citizenship and Community Standards.
5. Participants are responsible for intentional or negligent damage to personal and public property, and the Intramural Department may penalize those involved in such acts as well.

ALL Intramural rules posted in the handbook are applicable with this sport. Each participant is responsible for reviewing Student Recreation Center guidelines and Intramural guidelines available on the website before participating in any event.

<http://recreation.truman.edu/recreation/intramural-sports/>