

## Men's and Women's 3v3 Basketball Rules

### Season League

Games are played at the UCCS Recreation Center

Number of Players: 3 vs. 3

**MAXIMUM OF 6 PLAYERS ON A ROSTER**

#### 1. GOVERNING RULES

- a. Situations not specifically covered or implied by these rules shall be governed by the National Federation Basketball Rules and Interpretations except where a special University of Colorado Colorado Springs Intramural Sports rule applies.

#### 2. ELIGIBILITY

- a. All Participants must be either students registered at the University of Colorado Colorado Springs or Faculty/Staff/Affiliate with a Recreational Sports Membership.

#### 3. PREGAME

- a. All participants will need to bring their ID card to sign in for their game.
- b. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- c. Team captains will take part in meeting with the officials prior to game time.
- d. Teams must have jerseys with numbers (each player must have their own number). Team jerseys may be checked out at Equipment Issue.

#### 4. GENERAL

- a. All participants **must** bring their current UCCS ID to each game. Participants without proper identification will **not** be allowed to play. No other forms of identification (driver's license, class schedule, etc.) will be accepted. **Every player must sign in at least one time in order to be eligible for the playoffs.**
- b. **Intramural regulations and policies concerning eligibility are in effect.**
- c. **All** injuries must be reported to the supervisor on duty. IM supervisors are trained in first aid and CPR.
- d. Regulations published in the Intramural Sports Captain's Manual will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested.

### **SPECIFIC GAME RULES AND SITUATIONS**

#### 1. **NUMBER OF PLAYERS:**

- a. Each team starts with three players on a court. Each team needs at least players to start and finish the game. Failure to do this will result in a forfeit.

# UCCS Campus Recreation

UNIVERSITY OF COLORADO COLORADO SPRINGS

## 2. EQUIPMENT:

- a. Each team must be wearing jersey's that are identical in color. If teams do not have their own jerseys, players must all be wearing identical pennies.

## 3. GAME:

### a. **Possession Decision**

- i. Five minutes before the start of the game the Referee shall call captains to find a fair and simple solution to decide possession. (ex. rock paper scissors, coin flip, etc). All officials shall be present for the decision.

### b. **Forfeit Time**

- i. Five minutes after game time is forfeit time.

### c. **Weather**

- i. If for any reason the game must be called before completion, it will be called official if one team is at 20 points or if 15 minutes have been played.

- d. Each game will be played to 25 points, where shots made from behind the 3-point line will be worth 2 points and any shot made inside the 3-point line is worth 1 point. The team that makes it to 25 points first, winning by 2 shall win the game. Games will be capped at 30 points and/or 25 minutes.

- e. All scores must be reported to the Supervisor at the end of the game and BOTH captains need to sign the game sheet.

- f. There will be one official conducting the score/shot clock. Each time a team gains possession of the ball, the team has 12 seconds to shoot the basketball.

- g. Fouls during the act of shooting inside the arc shall be awarded 1 free throw. Fouls during the act of shooting behind the arc shall be awarded 2 free throws. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

- h. Fouls 7, 8, and 9 shall be awarded with 2 free throws. The 10th and any subsequent team foul shall be awarded 2 free throws and ball possession.

- i. A technical and unsportsmanlike fouls will be awarded 2 free throws and possession of the ball.

- j. In the event of a jump ball, the defense will be awarded the ball.

- k. A player may only substitute during a dead ball situation or during a time out.

- l. Each team will be allowed one, 30 second time out per game. The clock will NOT be stopped during a time out or if teams begin the game late. Games are played on the hour and half hour, so please come prepared to play.

- m. After each change of possession, the ball must be taken back beyond the 3 point arc. Failure to do so will result in a turnover.

- n. The ball does not have to be taken beyond the 3 point line if your team rebounds your own shot. Any **change of possession** requires the ball and the player's **entire body** beyond the **3 point line**.

- i. When the ball does not touch the rim (ex. Air ball), or if the defending team steals the ball, the defending team still must take the ball beyond the 3 point line.

- ii. If a team attacks the basket and does not take the ball back beyond the 3 point line, a turnover will be assessed.

## 4. HOW THE BALL IS PLAYED:

- a. Following each successful field goal or last free throw:

- i. A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket to a place on the court behind the arc. The defensive team is not allowed to play for the ball in the "semi-circle area" underneath the basket.

- b. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and offensive players) behind the arc at the top of the court.

Contact us at [imsports@uccs.edu](mailto:imsports@uccs.edu)

# **UCCS** Campus Recreation

UNIVERSITY OF COLORADO **COLORADO SPRINGS**

- c. From the time you start play, you must continue to drive toward the basket. No stalling is allowed.
  - i. If there is clear intention of stalling, a supervisor will deem a turnover and the opposing team will receive the ball.
- d. Violations result in a turnover, same as played in a full court game.
  - i. Example: traveling, 3 seconds, double dribble etc.
- e. **There will be no overtime periods during regular season play.**
  - i. A tied score at the end of regular season play will remain a tie.
- f. If the score is tied at the end of a playoff game, the game will go to one overtime period where the teams play first to 11 points, win by 2.
- g. Intentional fouling is **not allowed**. One free throw and ball possession is awarded to the intentionally fouled team.