



**UNIVERSITY OF WISCONSIN – EAU CLAIRE
RECREATION & SPORT OPERATIONS – INTRAMURAL
SPORTS
3v3 Basketball**

PLAYERS AND ATTIRE

- Must have two (2) players to start game. Maximum of six (6) on the roster.
- **Jewelry is not allowed. All jewelry must be removed before playing, no exceptions.** Players wearing jewelry will be removed from the game until the jewelry is removed. Players may wear soft, pliable basketball or wrestling kneepads on legs, knees, and/or ankles.

RULES

GAME, FIELD, AND EQUIPMENT

- The first team to reach 15 points (one point per basket) is declared the winner. 3-point goals are awarded as 2 points. Twenty-minute time limit, with running clock, must win by two with a 20-point cap limit.
- No timeouts except for injuries or other situations deemed necessary by the supervisors.

INITIAL POSSESSION, LENGTH OF GAME, AND TIME CONSTRAINTS

- All games are self-officiated. The two teams involved should mediate questions of judgment. If teams or players cannot agree on the validity of the foul then the player “contesting the call” will shoot a free throw. If the free throw is made the foul is nullified and that team will get the ball. If the free throw is missed the foul shall stand and the “fouled” team shall retain possession.
- Ball possession changes hands after each basket. (NOT make it, take it).
- If a player is fouled in the act of shooting, the basket is awarded if made. Possession then changes, no foul shot awarded.
- The imaginary “Check Line” shall be the 3-point line. On ALL change of possessions and fouls, the ball shall be brought beyond the three-point line.

- The offensive team must pass the ball before a shot is attempted after checking it in. No pass is required after a missed shot or turnover.
- **Game time is forfeit time.** Teams should be ready to play at the scheduled game time. It is beneficial to have your team arrive 15-20 minutes early to ensure that games start on time and that forfeits be avoided.

SUBSTITUTIONS AND TIEBREAKERS

- Substitutions may be made after each basket or dead ball period.

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- All Intramural Staff decisions are final.

SPORTSMANSHIP, CARDS, AND EJECTIONS

- Team conduct will be registered, by the officials, following the game, on a 1 to 6 scale.
- If a team does not have a 4 average on their team conduct, at the end of the regular season, they will not be allowed to play in the season ending all campus tournaments.

SCORING

- When a female is fouled in the act of shooting a 2 point shot, she will receive 3 free throws. If a female is fouled in the act of shooting a 3 point shot, she will receive 4 free throws.
- Male players are not allowed to block a female player's shot attempt. If a male were to block a female's shot attempt it will be considered goaltending.

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.

CO-REC RULES

- Must have two (2) players to start game, with one of each gender. Maximum of six (6) on the roster. Teams may play with 2 males and 1 female or 2 females and 1 male.
- When a female scores a 1 point shot, it will be worth 2 points. When a female scores a 2 point shot, it will be worth 3 points.