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

PLAYERS AND ATTIRE

- Must have at least two (2) players to start game. Maximum of six (6) on the roster.
- Teams must all wear the same color jersey. All teams will be required to bring one alternate color in case both teams show up wearing the same color.
- Jewelry is not allowed. All jewelry must be removed before playing – no exceptions.

RULES

Scoring, Timing & Possession

- Game time is forfeit time. Teams should be ready to play at the scheduled game time. It is beneficial to have your team arrive 10-15 minutes early to ensure that games start on time and that forfeits be avoided.
- The first team to reach 21 points (one point per basket) is declared the winner.
- 3-point goals are awarded as 2 points.
- There is a twenty-minute time limit, with running clock.
  - The clock will run continuously.
- Must win by two points with a 25-point cap limit.
- No timeouts allowed except for injuries or other situations deemed necessary by the supervisors.
- Ball possession changes hands after each basket. (NOT make it, take it).
- The imaginary “Check Line” shall be the 3-point line. On ALL fouls and other dead ball scenarios 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.
- The game is designed to be played full court while outdoors on the Bridgeman courts
  - Therefore, players can inbound the ball after a made basket to begin their offensive possession
- Check-ins replace throw-ins except for possession after a made basket

Fouls & Stalling

- If a player is fouled in the act of shooting, the basket is awarded if made. If missed, the offended team checks the ball in at the top of the key.
- 3v3 basketball is designed to be a game of continuous play. Teams must maintain continuous action. Continued stalling shall result in a turnover and possession awarded to the opposing team.
  - If deemed necessary - The Supervisor will start an audible 10 second count in which the offensive team will have to take a shot within that time or lose possession of the ball.
OFFICIALS
ALL GAMES WILL BE SELF-OFFICIATED. Questions of judgment must be mediated by the two teams involved. A double forfeit will be recorded for any games that cannot be completed due to continued disagreement between the teams. Supervisors can be consulted to advise on rules questions.

SUBSTITUTIONS

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

SPORTSMANSHIP AND EJECTIONS

- Team conduct will be registered 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 postseason tournament

PLAYER CONDUCT

- Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.