

**BIRMINGHAM-SOUTHERN COLLEGE**  
**PHYSICAL FITNESS & RECREATION**

**INTRAMURAL 3-ON-3 BASKETBALL RULES**

**The Game**

1. The game will consist of a twenty (20) minute running clock, except for the last two (2) minutes of the game. During that period, regular basketball timekeeping will be in effect. Teams must have at least two players to start the game.
2. The first team to 25 points, or the team that is ahead by at least 2 points at the end of the 20-minute game time will be declared the winner.
3. Two (2) points will be awarded for a shot made behind the "3-Point" arc and 1 point will be awarded for any shot made on or within the arc. One point will also be awarded for each free throw.
4. The team listed first on the schedule shall have first possession. Game time is forfeit time.
5. Each team will have two (2) 30-second time-outs to use per game. The game clock will stop during these time-outs.
6. All games are self-officiated. Fouls will be called on the honor system and can be called by either the offensive player with the ball or the defensive player guarding him/her. Players cannot foul out, but team fouls will be counted. One (1) free throw will be awarded after the 7<sup>th</sup> team foul and each foul after.
7. Fouls:
  - A. Any common foul shall result in loss of possession for the offending team.
  - B. An offensive foul shall result in disallowing a converted basket and loss of possession.
  - C. A shooting foul with a missed basket will result in retained possession by the shooting team.
  - D. A shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
8. A "do or die" shot will be taken if a disagreement about a call cannot be resolved. The player who made the call will shoot the "do or die" shot from the top of the key. If the shot is made, the foul call will stand. If the shot is missed, the foul is not allowed.
9. In order to prevent "stalling" (since there is no shot clock), the ball must be advanced past the free-throw line within 10 seconds of a team gaining possession of the ball.
10. Substitutions may be made after a basket or any stoppage of play.
11. Possession of the ball changes after each made basket (no make it - take it).
12. The Check Point is the area at the top of the key where the ball is "checked" after a made basket or any stoppage of play (out of bounds, foul, etc.). The ball must be passed or dribbled to that point after any change of possession (steals, missed baskets, "airballs," etc.). If the ball is knocked out of bounds or goes across the mid court line it shall be awarded to the opposing team (the team that did not knock it out).
13. The offensive team must "pass the ball in" from the Check Point before a shot is attempted (make one pass before a shot is taken).
14. If the ball goes out-of-bounds, the defensive team must "check" the ball at the top of the key and give it to the offensive team prior to play resuming.

15. If a player causes the ball to go out of bounds, or over the mid-court line, the opposing team receives possession at the top of the key.
16. Alternating possession on all jump ball situations will be in affect.

**Safety**

1. Participants must wear court-type shoes at all times.
2. No jewelry will be worn at any time. This includes, but is not limited to rings, earrings, watches, necklaces, and any form of body piercing.
3. No hard casts will be allowed at anytime. All hard braces (knee, elbow, etc.) will be evaluated prior to the start of the game.
4. No alcohol or tobacco products may be used by the participants prior to or during the match. These substances are not allowed in the Striplin Center at any time.