UVM Intramural Sports • Outdoor 3-on-3 Basketball Rules

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Handbook, which is available on our website. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See Overall Intramural Sports Handbook for complete listing of eligibility.

Varsity & Club Player Eligibility:

- Members of the UVM Varsity Basketball Teams are not eligible to participate in intramural basketball.
- Members of the UVM Club Basketball Teams are eligible to participate in intramural 3-on-3 basketball; however there may not be more than one (1) club player (male or female) on a roster.
- **Penalty:** Any team with a varsity player on the roster or that is in violation of the club player participation guidelines, will automatically forfeit every game in which the ineligible player(s) participated. During playoffs, use of an ineligible player will result from the team being removed from further competition.

Intramural Team Participation: Individuals may only play on one team in this tournament.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to the start of the tournament. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Equipment

**Jerseys:** Players should bring a white AND colored t-shirt with them for this tournament. The HOME TEAM (team listed first on schedule) will wear WHITE (no grey) shirts and the AWAY TEAM (listed second) will wear dark shirts (no grey—choose from blue, red, maroon, black, orange, etc). There will be a limited number of pinnies made available to teams or players who forget to comply with this rule; however, these teams will be docked .5 on their sportsmanship (i.e., If you earned a ‘4.5’ for sportsmanship during play, but forgot to wear the proper color your team would get a rating of ‘4.0’).

**Footwear:** All players must wear basketball or tennis shoes.

**Jewelry:** All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item then you CANNOT play.

**Other Equipment:** Hats, including baseball caps and bandannas, may not be worn during play. All games will be played using a full size (men’s) basketball.

Duration of Game

**Game Length:** Games will be played to eleven (11) points (outdoor) and teams must win by two (2) with fifteen (15) point cap (outdoor). If games are moved indoors due to rain, games will be played to fifteen (15) points and teams must win by two (2) with
an eighteen (18) point cap. Matches will be best of three (3) games with a time limit of 40 minutes. Each team will be awarded one forty-five (45) second time out per game.

Game time is forfeit time! This is a tournament therefore games are scheduled in succession and on a tight schedule. Teams that are not present at game time will forfeit the game.

Reserve Clause: The IM Staff reserves the right to make time adjustments to accommodate scheduling conflicts.

Players and Substitutions

Players: Teams are comprised of three (3) players. A team must have a minimum of three (3) players to start the game. Teams are not allowed to have more than five (5) players present and playing in a given game.

Substitutions: Permitted after a made basket or during any stoppage of play (out of bounds, injuries, time out, etc.). Illegal substitutions will be penalized with a 2-shot technical foul and the non-offending team will retain possession of the ball.

Playing Rules

Officiating: All games are self-officiated. Questions of judgment should be mediated by the two (2) teams involved. The offended team “checks” the ball at the top of the key (there are no shooting fouls).

Coin Toss: The team listed first on the score sheet shall call the toss.Winner of the toss gets first possession of the ball. The possession changes after each basket (this is NOT make it, take it).

Stalling: Deliberate stalling or attempts to freeze the ball shall result in a loss of possession.

Check Line: The “Check Line” is determined by the three-point arc. The offensive team must “pass the ball in.” The in-bounding player may dribble around but cannot attempt a shot. If the in-bounder attempts a shot, the non-offending team will receive the ball at the top of the key and the basket, if made, will not count.

Defensive Rebounds: On defensive rebounds (including air balls) and steals, the ball must be passed or dribbled beyond the three-point arc. The ball does not need to be given to a different player as long as the player in possession of the ball goes beyond the arc (both feet must be on or beyond the arc).

Scoring: Outdoor - All made baskets from any area on the court are worth one (1) point. Indoor (in case of rain) – Baskets made from inside the 3-point arc are worth one (1) point and baskets made from outside the 3-point arc are worth two (2) points.

Out of Bounds: 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).

Jump Balls: Alternating possession on all jump balls will be in effect. The first alternating possession will be given to the team that did not start the game with the ball. The alternating order will continue throughout the game.

Fouls: Individual players are responsible for calling their own fouls (one teammate cannot call a foul for another).
- Foul calls on shot attempts will be disregarded if the basket is made.
- Basketball etiquette asks for foul calls to be made immediately and communicated loud and clearly.
- Players who excessively foul will be warned and possibly ejected.

Out-Of-Bounds: If the ball goes out-of-bounds the offensive team must check the ball with the defensive team at the top of the key.

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