UNG Intramural Sports
3 on 3 Basketball Rules

3 on 3 Basketball is a half-court game played by two teams of three players each. This is a self-officiated game. Teams must have two players to start a game. NFHS basketball rules apply with the exception of the following UNG rules.

Staff Duties
- Prior to the game the Staff Member will perform a coin toss to determine ball possession. The Staff Member will signal for play to begin and will have the power to make decisions on any point not specifically covered in these rules.
- If the two teams are unwilling to abide by a call, the Staff Member may assist with the call, call a re-play, or end the game. Continuous problems will result in the game being declared over.
- The Staff Member may penalize any player, substitute, or coach for unsportsmanlike conduct by immediate ejection from the Rec.
- Staff will make the decision to count or cancel buzzer beater shots to avoid argument.

Technical Fouls
- The Staff Member may assess a technical foul for obvious cheating, excessively rough play, or other unsportsmanlike conduct.
- A player receiving a technical foul must sit out the remainder of that half.
- A player receiving 2 technical fouls in a game will be ejected.
- Technical fouls will count against the team’s sportsmanship rating.

Scoring and Timing
Points are awarded as follows:
- 1 point for free throw
- 2 points for made basket within 3-point line
- There will be 3-point baskets
- Games will be best of 3 under a running 25 minute clock. First two games to 21 and third (if needed) to 15.
- If the clock expires during a started game the current score will stand unless tied.
  - If tied in game 1, 2 or 3 the first team to win by 4 will win the game.
  - If an additional game is needed the first team to win by 4 will be the overall winner.

Playing the Game
The winner of the coin toss will have the first possession. Alternating possession arrow procedures will be used throughout the remainder of the game.

Checking the Ball
- The “check line” will be outside the 3-point line.
- The ball must be passed to a teammate after a “check”.
- The ball must be “checked” to start each half and after any foul
- On a “check”, the defensive team will have five seconds to be declared ready and hand the ball back to the offensive team for play.
- Holding the ball for longer than five seconds will result in the offensive team receiving two points plus the ball.
- After a steal, violation, or defensive rebound, the new offense must pass the ball outside of the check line.
- Penalty for violation of “check” line procedures is loss of ball.

Time Outs
- Teams cannot call time outs during the game.
- Time outs will be called only by the Supervisor for injuries or special circumstances.

Substitutions
Substitutions may be made after a basket, foul shot, or any other stoppage of play.

Fouls
- All common, personal, and technical fouls will be counted against the team total. On and after the 5th team foul, a bonus shall be awarded for the remainder of the game.
- Prior to the fifth team foul:
  - any common foul shall result in loss of possession for the offending team
  - any offensive foul shall result in disallowing a converted basket and loss of possession
  - any shooting foul with a missed basket shall result in retained possession
  - any shooting foul with a converted basket shall result in the basket being awarded and change of possession

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• On the fifth team foul and thereafter:
  - any common foul shall result in a single foul shot along with retained possession for the offended team (teams do not line up on the free throw lane)
  - any offensive foul shall result in disallowing a converted basket and a single shot along with retained possession for the offended team
  - any shooting foul with a missed basket shall result in two foul shots along with retained possession
  - any shooting foul with a converted basket shall result in the basket being awarded with retained possession

**Stalling**
If a team is deliberately stalling or freezing the ball, the opposing team may start an audible ten second count to shoot or pass. If they do not shoot or pass, the ball will be turned over to the other team.