



Intramural Sports

3-On-3 Basketball Rules:

The following rules will govern play during the CTC 3-on-3 Basketball Shootout.

- Teams:** Teams shall consist of only (4) players; (3) on the court & (1) substitution.
- Regulation Play:** Two halves of (8) minutes with a running clock & (1) minute between halves.
- Overtime:** In the event of a tie score at the end of regulation, a (2) minute overtime period (running clock) will be played. Ball possession will be determined by a coin toss. If the score remains tied after the overtime period, a second (2) minute overtime period (running clock) will be played. Any additional overtime periods will be (1) minute (running clock).
- Substitutions:** Substitutions may be made after a basket, a free throw or any stoppage in play.
- Timeouts:** Timeouts can only be called by the referee for injuries or special circumstances.
- Ball Possession:** First possession will be determined by a coin toss. The loser of the toss will start with ball possession in the second half. Ball possession changes hands after each basket, unless a foul is awarded.
Note: Deliberate stalling or attempts to “freeze” the ball shall result in loss of ball possession. If a team is warned for stalling, the official will administer a 10-second count during which a shot must be attempted. If a shot is not attempted, ball possession will be lost.
- Change of Possession:**
The “take-back” shall be at the top of the key. A player must pass the ball in from the take-back line at the start of each half, after a score or after a foul is awarded. During play the take-back line will also include the 3-point line. On defensive rebounds or steals, the ball must be returned to the take back line and the player in possession of the ball may retain control and attempt to score.
- Note:** There is “NO-CHECK BALL” –or- “NO-MAKE IT, TAKE IT”.
- Fouls:** All common, personal and technical fouls shall be counted against a team total. In each half, a bonus will be awarded on and after the fifth (5) team foul. An individual player cannot foul out of a game, but may be ejected by the official for obsessive fouls or justified cause.

Prior to the fifth team foul:

1. Any common foul shall result in loss of possession for the offending team.
2. Any offensive foul shall result in disallowing a made basket and loss of possession.
3. Any shooting foul with a missed basket shall result in retained possession.
4. Any shooting foul with a made basket shall result in the basket being awarded.

On and after the fifth team foul:

1. Any common foul shall result in a single free throw along with retained possession.
2. Any offensive foul shall result in disallowing a made basket and a single free throw along with retained possession for the offended team.
3. Any shooting foul with a missed basket shall result in two free throws along with retained possession.
4. Any shooting foul with a made basket shall result in the basket being awarded along with retained possession.