

Clarion University Intramural Sports

3v3 Basketball Rules

It is assumed that all Intramural Participants have read all policies and procedures in the [Intramural Sports Handbook](#). The purpose of this Handbook is to assure equitable and enjoyable participation as possible for all participants at Clarion University. All participants, referees and staff are responsible for all of this information

Players:

- Game are play with three (3) players on each team
- A team can play with only two (2) players
- Substitute freely during any dead ball
- Max of five (5) players on your roster
- Three (3) minute grace period before automatic forfeit

Gameplay:

- Regular NCAA basketball rules apply except for IM modifications
- Games consist of two 12 minute halves with a running clock (one minute halftime)
- Each team has one (1) timeout per half (30 sec), clock *will not* stop otherwise
- 20 second shot clock enforced in final minute of 2nd half if the game is within 10 points
- Games are self officiated with court referee having final say
- **NO** make it – take it
- Points are 2's and 3's

Rules:

- Check-in line is the top of the key at the 3-point line
- Check-in player can pass, dribble or shoot
- On any defensive rebound or change of possession the ball **MUST** be returned fully beyond the 3-point line at any spot. *This includes both the players feet and ball*
- Players cannot foul out but may be ejected by the IM staff for unsportsmanlike conduct
- If a foul is called in the act of shooting and the ball goes in, the defensive team takes possession and the basket counts. If the shot is not made, the offensive team rechecks for possession at the top of the key.
- All offensive fouls result in change of possession
- NO jewelry of any kind is allowed and players must wear appropriate court shoes
- Teams must wear like colored shirts or uniforms
 - Pinnies will be available for all teams

Overtime:

- Two (2) minute overtime period with a 20 second shot clock for each team
 - One (1) timeout per team during the overtime period
- If still tied, coin flip for possession and play sudden death
 - First basket by either team results in a win
 - No timeouts during the sudden death period