



UW-WHITewater INTRAMURAL SPORTS

3V3 BASKETBALL RULES

Last update: August 2021

BASKETBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

ENTRY FEE

The entry fee of \$30/team must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Assistant Director of Intramural and Club Sports, Matt Schneider, with any questions or concerns at 262.472.1145.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest. All players are encouraged to review the participant handbook and general rules overview prior to participating in each activity in which they are interested.

FACILITIES AND CONTEST INFORMATION

PLAYING LOCATION

Basketball is played in the fieldhouse. It is recommended teams review their schedules prior to each contest. Intramural Sports WILL NOT contact teams to remind them of contest dates, times, or locations.

GAME TIME

Game time is forfeit time. It is recommended that teams arrive 15 minutes early to their contest in order to check in and get ready for the contest.

OFFICIATING

Intramural Sports is always looking for officials and would love to have you join our team! To learn more about officiating with Rec Sports, visit our website at www.uww.edu/rec-sports/intramural-sports

CAPTAIN'S MEETING

Captains will meet with the game official or supervisor at center court to review contest rules, participant eligibility, legal equipment, and to determine possession/team sides.

EQUIPMENT

Basketballs are available to rent at the equipment room. Teams can bring their own balls, as well. Gym shoes are required. Pockets are allowed. JEWELRY IS NOT ALLOWED.

ALL DIVISIONS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit.
2. **IDENTIFICATION:** All participants must bring their current valid UW - Whitewater identification card to the court area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game. An Intramural Supervisor or Scorekeeper will monitor times, check participants in, and record all scores.
3. **TEAMS:** Teams will consist of three (3) players. Teams may start the game with no less than two (2) players.

PLAYING THE CONTEST

COMMENCEMENT

The contest begins with a rock-paper-scissors (best of one) to determine possession. Teams will play half-court basketball. Contests will be played in two (2) halves consisting of 12 minutes each. A three (3) minute halftime period will serve as game intermission. The clock will stop after every dead ball under 30 seconds in the second half, (ex: made basket, foul, out of bounds, etc.) Under one minute during the second half, staff members can stop the clock in order to conserve time, it's up to their discretion.

SCORING

Teams can receive points in increments of one, two, three, or four. On each half court, the three-point line will be used. There will also be clear markings on the floor. A shot taken and made from these spots will result in four (4) points. Any shot taken within the three-point line will be two (2) points.

FOULS

Fouls are "call your own" along with boundary line and other traditional basketball infractions (i.e. traveling, double-dribbling, etc.).

Fouls are not reported; therefore, no foul outs or bonus free throws will be awarded. Scorekeepers will simply check players in, filter eligibility, keep score/possession/timeouts for each half.

In the event of a foul resulting in a free throw, the fouled player will shoot one (1) free throw only worth the value of the following point values:

- 1 point if the basket is considered an "and one"
- 2 points if there was not a basket made on the foul shot and the shot was taken inside the 3-point line
- 3 points if there was not a basket made on the foul shot and the shot was taken outside the 3-point line
- 4 points if there was a shot on a four-point shot marker and no basket was made

Technical fouls may be issued by the on-duty supervisor only for poor sportsmanship and behavior directly observed. Technical fouls may be issued in the event of obvious cheating and disputes as well. Technical fouls result in two points for the opposing team plus the ball. A team receiving a technical foul can receive a maximum sportsmanship score of "2.0."

CHECKING/CLEARING THE BALL

If a team scores a legal basket, the opponent receives possession. Possession begins at any point above the three-point line, but must start by "checking" the ball to the new defense.

If a team secures a defensive rebound after a legal shot attempt hits the rim, the ball must be legally dribbled past the three-point line to officially “clear” and begin possession. The team shooting the ball for the initial possession attempt is permitted to play defense while a team attempts to clear the ball.

If a turnover is created before a team clears the ball, the ball does not need to be cleared again for a legal shot attempt to take place. Failure to clear the ball and scoring a basket will result in the appropriate point value for the appropriate team.

Any fouls occurring during the attempt to clear the ball will result in possession for the team offended at the top of the key.

AIR BALLS

If an air ball (a shot that does not come in-contact with the rim) is shot, the defending team, if they secure a rebound, does not need to clear the ball. A shot hitting any other part of the basket but not the rim is considered an air ball for this purpose.

ALTERNATING POSSESSION

In the event of a held ball (i.e. “jump”) or a dispute with no clear resolution, the scorekeeper reserves the right to use the alternating possession arrow.

TIMEOUTS

Teams are allowed one (1) 30-second timeout per half. Unused timeouts DO NOT carry over into subsequent halves. Teams must clearly announce their intent to use a timeout to the scorekeeper.

NOTE: Open leagues are available for teams who do not wish to follow co-rec ratio requirements although a limited number of team spaces are available. Open leagues follow all of the above rules.

CO-REC

All of the above rules apply with the following exceptions

Roster/Ratio

3 members constitute a team. Teams must have at least one member of the opposite gender on the team; either one male or one female. At least one member of the opposite gender must stay on the court at all times. Ratio (2:1, 1:2)

WINNING SPECIFICATIONS

CONTEST

The team in the lead at the end of the contest will be declared the winner.

OVERTIME

Should a tie happen at the end of regulation, the game shall enter an Overtime Period. For Overtime, each team shall receive one possession and whoever scores the most points on their possession will win. (College/High School Football Rules)

To determine who gets possession first, the captains will play Rock, Paper, Scissors and whoever wins will choose whether they want to be on defense or offense first.

If Team A makes a 2-point basket, then Team B must score in order to keep the game alive. If Team B were to make a 3-point basket then they would win, but if Team B makes a 2-point basket then the game would head to another overtime and this time Team B would start on offense. If Team B does not score and Team A gains possession, then the game will end.

Teams will alternate between offense and defense until one team scores more than the other.

The offensive team will remain in possession until a basket is made, they turn the ball over, or the defense rebounds the ball. After a defensive rebound, the ball is dead and teams will restart at the top of the key.

PLAYOFFS

All rules apply to playoffs. To qualify, teams must win at least one (1) contest and maintain a sportsmanship average of 2.5 during the regular season. Teams must also abide by the sportsmanship policy. Other scheduling differences may apply to certain playoff circumstances. Qualification is monitored at the discretion of Intramural Sports administration

SPORTSMANSHIP

UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.