



Intramural Sports

3 on 3 Basketball

Last Updated: 3/17/2009

1. INTRAMURAL HOTLINE FOR UPDATED SCHEDULE INFORMATION
 - a. 292-7426
2. ELIGIBILITY
 - a. All players must be registered UTPA students, faculty, or staff with a valid University ID card.
 - b. NO ID, NO PLAY!!
 - c. Members of college varsity basketball teams and any student regularly practicing with the intercollegiate basketball team are ineligible. Any student who has previously played on his/her varsity team must sit out one year before becoming eligible to participate (including red shirt athletes).
3. IDENTIFICATION
 - a. All participants are required to present **valid** identification in order to enter or participate in any and all UTPA Intramural events. No exceptions can be made for lost or forgotten ID's.
 - b. All ID's must have a picture that can clearly be identified as the holder.
 - c. All ID's must have a legible name and student identification number.
 - d. The BRONCard is the only acceptable form of identification.
 - e. Misuse of IDs is considered fraud and the Intramural Staff **will confiscate** misused, expired, or invalid IDs and will result in loss of privileges for all parties involved.
4. GENERAL
 - a. All participants must sign Intramural Waiver Forms to participate.
 - b. Athletic apparel must be worn for athletic events.
5. ROSTERS
 - a. Roster limit: Six (6) players, all are eligible to play in each game
 - b. Two (2) players are required to start a game
 - c. No players may play on more than one team
6. GENERAL GAME INFORMATION
 - a. GAME TIME IS FORFEIT TIME
 - i. There is no "10 minute rule" in effect
 - b. There are no timeouts
 - Officials may grant injury time-outs at his/her discretion.
 - c. Substitutes can be made after a made basket or stoppage of play by the officials for fouls, violations or official timeouts
 - Players must announce "sub" and wait to be beckoned to the floor by the officials.
7. POSSESSIONS
 - a. First possession to start a game will be determined by a coin toss with the team winning the toss gaining first possession
 - b. Possession changes after a made basket barring a rules violation or foul
 - The game is not "make it, take it"
 - c. The imaginary "Check Line" is beyond the 3-point arc at the top of the key from the green badminton line and up.

- i. Teams must take the ball beyond the "Check Line" **following ALL changes in possession**, after a steal, after a score, after all rebounds and including the rebound of an "air ball" shot, etc
 - ii. A team not checking the ball shall be in violation and the ball shall be awarded to the opposition
 - d. Possessions received to start the game or overtime, after a score, after a violation or after a foul or other stoppage of play by the officials shall begin with a PASS from beyond the 3 point arc at the top of the key
 - e. Possessions obtained by a steal or rebound, must simply be checked somewhere beyond Check Line and may be directly played
 - f. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession.
 - i. If, in the opinion of the officials, a team is stalling, the official will administer a 10-second count during which a shot must be attempted.
 - ii. If a shot is not attempted, a violation will be called and the ball will be awarded to the offended team.

8. THE GAME

- a. A coin toss determines first possession for the game and for any overtime periods
- b. Any held ball possessions and the subsequent possession arrow decision will be based on the latest coin toss to occur
- c. Games will be played to 21 points or 15 minutes whichever comes first
- d. The game clock will be set for 15 minutes
- e. There are not halves, so the game clock will run for 15 continuous minutes
- f. If a team scores 21 points prior to the end of the 15-minute game clock, the game is over
- g. The team leading when the 15-minute game time elapses will be declared the winner
- h. If there is a tie at the end of the 15-minute game time, teams will play a one (1) minute overtime period where a coin toss will decide first possession.
 - i. Overtime periods will continue at one minute time limits until a winner is declared. A coin toss will determine first possession at the beginning of each overtime.
 - ii. Overtimes shall end when one team reaches the 21 point score limit.
- i. Points will be awarded for converted baskets as follows:
 - i. 1 point for a free throw
 - ii. 2 points for a converted field goal within the 3-point arc
 - iii. 3 points for a converted field goal outside of the 3-point arc
 - iv. Winning teams need only win by one (1) point

9. FOULS AND FREE THROWS

- a. All common, personal and technical fouls shall be counted against the team total
- b. Technical, intentional and flagrant fouls shall be recorded against individual players and towards ejection
- c. Two (2) technical or intentional fouls results in the ejection of the offending player
- d. One (1) flagrant foul results in the ejection of the offending player
- e. Teams shall shoot two (2) free throws in all cases of technical, intentional or flagrant fouls and retain possession of the ball
- f. Common and personal fouls shall not be recorded for individual players
- g. Players may not foul out but may be ejected for cause
- h. Bonus on and after the fifth team foul
- i. There is not a double bonus so all bonus situations shall be shot as one and one
- j. Shooting fouls
 - i. Shooting fouls with a missed basket will result in retained possession on team fouls 1-4
 - ii. Shooting fouls with a made basket will result in the counting of the basket and possession to the offending team on team fouls 1-4
 - iii. Shooting fouls with a missed basket will result in two free throws on and after the fifth team foul
 - iv. Shooting fouls with a made basket will result in a single free throw on and after the fifth team foul
 - v. During free throw situations, players will line up and play will continue on the make or the miss as with any free throw situation