



## 3v3 Basketball

### Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster anytime during the regular season. Players should add their name and UID# via the [IMLeagues.com/Maryland](http://IMLeagues.com/Maryland) web site. **Players MUST appear on the online IMLeagues roster in order to participate in ANY game.** Players may play on only one same-gender team and one coed team.
3. Members of the Varsity Basketball Teams are NOT eligible to participate in Intramural 3 on 3 Basketball.
4. Teams may have no more than two (2) Basketball Club Member on their roster. Any team with two club players MUST PLAY IN THE "A" DIVISIONS. A team with one (1) club player may play in A or B.

### Rosters and Equipment

1. 3v3 basketball is a half-court game played by 2 teams of three with a maximum of 5 per roster (Fraternity teams may have 6, but one player may only be the captain/chair and that player may not play). Teams MUST have at least two people to start a game.
2. Substitutions may be made after a basket or any stoppage of play.
3. Captains: Captains are the only spokesman for the team. The captain should arrive early and sign the score sheet following the game.
4. Jewelry: PLAYERS ARE NOT ALLOWED TO WEAR LOOSE JEWELRY. (FITNESS TRACKERS, WATCHES, NECKLACES, HOOP EARRINGS, ETC., are not permitted.) Covering the item with tape is not acceptable, as it does not prevent the possibility of injury.

### Play Procedure

1. Game time is forfeit time. Any team that forfeits will receive a "0" sportsmanship rating and will not be eligible for playoffs.
2. ALL GAMES WILL BE SELF-OFFICIATED. The two teams involved should mediate questions of judgment. If teams or players cannot agree on the validity of the foul then the player "contesting the call" will shoot a free throw. If the free throw is made the foul is nullified and that team will get the ball. If the free throw is missed the foul shall stand and the "fouled" team shall retain possession. A double forfeit will be recorded for any games that cannot be completed due to continued disagreement between the teams.
3. The team listed first on the scoresheet shall "shoot for ball" from anywhere beyond the three point arc.
4. Game Length: The first team to 15 (win by 2, 20 point cap) wins.
5. Time Outs: One per team per game - duration 30 seconds in length
6. The possession changes after each basket (this is NOT make it, take it).
7. The "Check Line" is determined by the three point arc.
8. On defensive rebounds (including air balls) and steals, the ball must be passed or dribbled beyond the arc. The ball does not need to be given to a different player. As long as the ball goes beyond the arc, there are no limitations on who can shoot it.
9. The Three Point Shot is in effect and 2 points will be awarded for a shot made behind the arc and 1 point for any shot made on or within the arc.
10. If the ball is knocked out of bounds or goes across the mid court line it shall be awarded to the opposing team (the team that did not knock it out).
11. Alternating possession on all jump ball situations will be in effect.
12. The offensive team must "pass the ball in" before a shot is attempted (make one pass before a shot is taken).

13. Out-Of-Bounds. If the ball goes out-of-bounds the offensive team must check the ball with the defensive team at the top of the key.

**NOTE: Teams engaging in a strategy of repeated intentional fouling may lose by forfeit at the discretion of Intramural Sports Staff.**