

**Princeton University
Intramural Sports
3 on 3 Basketball Rules**



I. EQUIPMENT/UNIFORM

- a. All players must present their valid Princeton University ID in order to play at each game.
- b. No hats with brims or jewelry are allowed to be worn during play.
- c. All players are required to wear appropriate (non-marking) sneakers while participating.

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. Teams will be composed of 3 players on court – maximum of three substitutes per game.
- b. Must have all 3 players to begin a game.
- c. For Co-Rec, ratio must be 1:2.
- d. A team that fails to have 3 players within 10 minutes after starting time will forfeit the game.
 - i. Note that playoff seeds will be based on a points system. Forfeiting a game will result in your team losing points.
 - ii. Players must participate in a minimum of 1 regular season scheduled games in order to play in the playoffs.
- e. A Forfeit is when a team does not show up at all for their scheduled game. This will cost the team \$25.00 per game. After the 2nd forfeit, the team will be removed from the league.
- f. A Default is when the team does not have the minimum required for an official game, but some players have shown. If the players stay to scrimmage and use the facility reservation, the team will not be charged the \$25.00; however the game will still count as a loss. After the team's 2nd default (or combo of 1 Forfeit/1 Default), the team will be dropped from the league.
- g. Playing time shall be two halves of 10 minutes running clock. One minute half-time.
- h. Ball possession is determined by coin flip.
- i. Tie score at the end of regulation time during the regular season will result in a tie. During playoffs, there will be a two-minute running clock overtime. If the score remains tied after overtime, sudden death will be played.

III. ELIGIBILITY

- a. No varsity players may participate in 3-on-3 Basketball.
- b. Only 1 club or JV team member are allowed on a 3-on-3 team. Club players are not eligible to participate in the B skill level (recreational) leagues.
- c. Players are only allowed to play for **ONE** Open/Women's team and **ONE** CoRec team only.

IV. GENERAL RULES AND REGULATIONS

a. Beginning Play

Winner of coin toss shall take first ball possession. Loser takes ball possession to start second half. Ball possession changes hands after each basket unless a foul occurs.

b. Keeping Score

Teams will keep track of points using 1's and 2's. Therefore, Free Throw shots will be based on where the foul occurred on the court. If beyond the arc, then 2 free throws will be taken. Shooters must make sure the scorekeeper is aware of how many shots that foul was worth.

c. Fouls and Violations

- Traveling, double dribble, three seconds or other offensive violations are called by the defensive team and result in change of possession at out of bounds nearest to infraction.
- Fouls are called only by player being fouled. On offensive fouls, ball changes possession.
- On defensive fouls, ball is put in play at the top of the key.
- For shooting fouls, report foul to IM Supervisor, offense will remain with possession at the top of the key.
 - Foul shots will be taken at the end of the half and at the 2-minute mark of the second half, with an alternating line-up.
 - For shooting fouls when the ball goes in, the basket counts, the team reports the foul to the supervisor, and the team fouled will remain with possession.
- Defenders must remember that they cannot foul out of the game, therefore all fouls that occur will result in a loss of possession to deter from future offenses.

d. Check Line

Top of circle. To start each half, after a score or after a foul is awarded, a player must put ball in play from the check line by passing the ball in. On defensive rebounds or steals, the ball must be returned to the check line.

e. Reporting Score

After a game, winning team must report results to the IM Supervisor on duty and receive the time of their next game.