

UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

**THREE-ON-THREE BASKETBALL
RULES & REGULATIONS**

I. THE TOURNAMENT

- A. There will be men's, women's, co-rec, and grad-fac divisions if there are sufficient entries.
1. Men's, women's and grad-fac teams shall consist of a minimum of three (3) and a maximum of four (4) players.
 2. Co-rec teams shall consist of a minimum of two (2) women and one (1) man and a maximum of three (3) women and two (2) men.
 3. If, at any time during the game, a team does not maintain the minimum number of players, that team shall forfeit the game regardless of the score.
- B. Each tournament format will be determined at the mandatory players meeting.
- C. At the mandatory players meeting, playing times will be assigned. Any team not represented at the players' meeting will be withdrawn and late teams present will be added.
- D. The *Civility/Sportsmanship Rating System* is in effect for this intramural activity.

II. ELIGIBILITY

- A. Currently enrolled undergraduates who have not earned a varsity award in basketball may participate.
- B. Grad/Fac/Continuing Ed may participate providing the participant has current recreation membership or has paid an \$8.00 entry fee.
- C. Each player must present his/her UMass UCard to participate in each and every 3-on-3 basketball game.
- D. Players may be added or deleted by the captain(s) throughout league/pool play. Once league/pool play is concluded, team rosters are frozen. Each player must be on the team's roster prior to playing. Only the captain may add or delete a player from the team roster. A player not on the team roster who is listed on the game scoresheet is considered an illegal player.

III. OFFICIATING

- A. Duties of the official(s) shall include refereeing, scoring, and timekeeping.
- B. The official(s) shall penalize by immediate ejection any player, substitute, or coach for unsportsmanlike conduct.

IV. PLAY

- A. Playing time shall be two (2) halves of five (5) minutes running time with an intermission of one (1) minute. A coin toss determines initial possession. The ball is put in play at the top of the key. The loser of the coin toss shall take ball possession to start the second half.
1. In case of a **tie** score at the end of regulation play, a two (2) minute running time overtime period shall be played, possession to be determined by a coin toss.
 2. In case of a **tie** score at the end of the overtime period, the first team to score wins the game. The loser of the OT coin toss shall take ball possession to start the second overtime

- B. Fouling
1. Any personal foul shall result in loss of possession for the offending team.
 2. Any player control foul shall result in disallowing a converted basket and loss of possession.
 3. Before the bonus, any shooting foul with a missed basket shall result in retained possession. Before the bonus, any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
 4. Foul shots will be taken **on the fifth personal foul** in each half. Foul shots will be taken in the manner of single technical fouls with only one shot allowed to the offended player **along with ball possession**.
- C. Indeterminate calls -- who last touched the ball or what would normally be considered a jump ball -- will alternate possession. First jump ball situation would go to the team not having had initial possession of the ball (team that lost coin toss).
- D. An out-of-bounds ball will be put in play at the spot after the defense has touched (checked) the ball. The defense is not allowed to check the ball for longer than two seconds. Deliberate stalling or attempts to freeze the ball by the offense shall result in loss of possession.
- E. After a field goal, the defensive team gets the ball at the 'check line.' That is, if Team A scores a field goal, Team B gets the ball. The Team B player at the 'check line' must pass the ball to a teammate to put the ball in play (just as one would for a throw-in behind the endline for a full-court game).
- F. Check line
1. An imaginary 'check line' shall be the top of the foul circle.
 2. To start each half or after a foul is awarded, a player must pass the ball into play from behind the check line.
 3. On defensive rebounds or steals, the ball must be returned to the check line and the player in possession of the ball may maintain control and attempt to score.
- G. The three-second rule will apply to all offensive players.
- H. Rebounds
1. An offensive rebound may be immediately shot again.
 2. A defensive rebound must be returned to the 'check line' before the offense may begin.
- I. Substitutions
1. Substitutions may be made after a basket, a foul shot or during any stoppage of play.
 2. The player shall inform the Intramural official when a substitution is being made.
- J. Scoring
1. Each basket is worth two (2) points.
 2. Each foul shot is worth one (1) point.
- K. Timeouts
1. Timeouts shall be called by the referee only for inquiries or specific circumstances.