

Bellarmine University

Intramural Sports

3 ON 3 BASKETBALL RULES

ELIGIBILITY RULES:

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

THE GAME

1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 3 points every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 18 – 0 (3 points at the start of the clock and 3 points each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 12 – 0 with 9 minutes to go in the first half).
2. The winner of the coin toss shall take first ball possession, and the loser shall take ball possession to start the second half. Ball possession changes hands after each basket, unless a foul is awarded.
3. Playing time consists of two halves of 10 minutes running clock, with an intermission of 1 minute. A tie score at the end of regulation time (only in playoffs) shall result in a 2 minute running clock overtime period, with ball possession determined by a coin toss. If the score remains tied after overtime, the Director shall determine the tie breaking procedure. The official may call time outs for injuries and special circumstances.
4. Substitutions may be made after a basket, or stoppage of play.
5. Deliberate stalling or attempts to freeze the ball shall result in loss of ball possession. If a team is warned for stalling, the official will administer a 10 second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost.

6. The imaginary "check line" shall be the 3 point line. A player must pass the ball in from the check line at the start of each half, after a score or after a foul is awarded. On defensive rebounds or steals the ball must be returned to the check line and the player in possession of the ball may retain control and attempt to score.
7. NCAA rules shall be enforced whenever applicable.
8. Teams are responsible for keeping the score and reporting it to the official at the end of the half and the end of the game. The score should be announced and agreed upon by each team before putting the ball in play every change of possession.
9. Baskets will consist of 2's and 3's.

FOULING

1. Any common foul shall result in a loss of possession for the offending team.
2. Any offensive foul shall result in disallowing a converted basket and loss of possession.
3. Any shooting foul with a missed basket shall result in retained possession.
4. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
5. Intramural Staff members will be calling fouls.

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