

3v3 BASKETBALL

NFSHSA rules will govern play with the following exceptions and highlights:

ELIGIBILITY

All participants must have an active WRC membership, Intramural Sports Play Pass, and show their UNI or Government Issued ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

TEAMS

- 1.1 The game shall be played by two teams of three players. A minimum of two players is necessary to begin play.
- 1.2 If at any time during the game a team has fewer than two eligible players, the game will be over and that team will forfeit the game.
- 1.3 Game time is forfeit time. A 5-minute grace period from the scheduled start time will be allowed before a forfeit is declared if the team short of the minimum player requirement has at least one player present at the scheduled game time.

THE GAME

- 2.1 The game shall consist of two 12-minute halves with a running clock.
- 2.2 Initial possession will be determined by Rock, Paper, Scissors for the ball.
- 2.3 Halftime will be two minutes in duration.
- 2.4 Each team will be granted 2 one-minute timeouts per game. One additional timeout will be granted for overtime periods. Should a team attempt to call a timeout with none remaining, the opposing team may call a technical foul.
- 2.5 Each overtime period shall consist of 3 minutes with a running clock. If a tie remains after the first overtime period, sudden death will occur, where the first team to score wins. In the overtime period and sudden death, possession will be determined by a new Rock, Paper, Scissors.
- 2.6 The clock will only stop on all fouls, made baskets, and violations for the last minute of each half. If a team leads by 20 pts or more in the second half, the clock will continue to run.
- 2.7 The clock shall start when the ball is passed to a teammate by the checker. The checker will be given a 5-second count to inbound the ball or it will result in a turnover. If the defense fouls the checker, it will result in an intentional foul, with a one-shot, 2 point free throw, and the ball.
- 2.8 Mercy rule is 50+ points at half time, 40+ points with 5-minutes remaining in the game, or 30+ points with 3-minutes or less remaining in the game.

EQUIPMENT

- 3.1 Intramural jerseys will be provided before each game.
- 3.2 Athletic shoes must be worn by all players.
- 3.3 The Intramural staff has the right to ask participants to take off jewelry, watches, or other accessories if the equipment is deemed unsafe for that event.
- 3.4 Braces – There shall be no hard or unyielding braces anywhere on the arm or leg. Knee braces with hinges of any sort must be unaltered from the original manufacturer's product. Additional padding may be added to make the brace safe for play.

GENERAL RULES

- 4.1 Substitutes can be made after a basket, foul shot, or any stoppage of play.
- 4.2 The imaginary "check line" shall be the top of the free throw circle, between the lane lines extended. To start each half, after a score, or after a foul is awarded, a player must pass the ball in play from the check line.
- 4.3 When the ball goes out of bounds it goes back to the "check line".
- 4.4 On defensive rebounds where the ball hits the rim, the ball must be returned to the three-point line (at least 1 foot behind). On an airball or any shot that does not hit the rim, this rule is void and the ball may be shot immediately.
- 4.5 After a non-shooting foul, the team fouled will get the ball at the top of the key. After the 5th team foul, the team will shoot a 1 shot FT for 2 points.
- 4.6 If there is a shooting foul, the fouled person will get 1 free throw.
- 4.7 Deliberate stalling or attempts to freeze the ball shall result in a loss of possession. If a team is warned for stalling, there will be a 10-second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost. If a

team on defense delays the checked ball so the clock is running and gives the opposition less time to score, the team will first be warned of a delay of the game and the approximate time delayed will be added to the game clock. The second offense is a technical.

FOULS AND FREE THROWS

- 5.1 All common, personal, and technical fouls shall be counted against the team total.
- 5.2 Common fouls (non-shooting) result in loss of possession for the offending team.
- 5.3 Offensive fouls shall result in disallowing any converted basket and loss of possession. No free throws on player-control fouls.
- 5.4 Shooting fouls with a missed basket shall result in one, 2-pt free throw. Shooting fouls with a converted basket shall result in the basket counted and an attempted free throw for 1 point.
- 5.5 Shooting fouls with a missed basket on a 3-point attempt shall result in one, 3-point free throw. A converted basket on a 3-point shot shall result in the basket counted and an attempted free throw for 1 point.
- 5.6 Non-shooting teams will gain possession after attempted free-throw(s).

OVERTIME

- 6.1 Overtime shall consist of a three (3) minute time period.
- 6.2 The clock will stop for all whistles during the last minute of each overtime period.
- 6.3 Each team shall receive one (1) time-out for each overtime period; unused time-outs from regulation or previous overtime periods may NOT be carried over.

UNSPORTSMANLIKE CONDUCT

- 7.1 Unsportsmanlike Conduct or fighting will not be tolerated!
- 7.2 A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
- 7.3 Unsportsmanlike Conduct includes behavior, language, and actions that violate the UNI Student Code of Conduct.
- 7.4 Unsportsmanlike Conduct includes behavior, language, action, and contact toward a team representative, ref/official, Intramural Staff, or Campus Recreation staff
- 7.5 Unsportsmanlike Conduct that is but not limited to:
 - Arguing a call
 - Behavior, language, or action that is abusive, demeaning, insulting, disruptive, threatening
 - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent, or flagrant

A team representative will be disqualified from the game, ejected from participation, shall leave the facility, and may be subjected to expulsion from further Campus Recreation and Wellness events or programs

- 7.10 Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2, 1, 0 sportsmanship rating that team cannot advance in playoffs.
- 7.11 Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.
- 7.12 Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.
- 7.13 Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule
- 7.14 Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Wellness Recreation staff

Questions or concerns regarding the rules and regulations should be directed to imsports@uni.edu