

The University of Tulsa
Campus Recreation Sports

Intramural 3 on 3 Basketball Rules

- I. All University of Tulsa Campus Recreation Sports eligibility and procedures must be adhered to.**
- II. The Court**
- A. Play will be on half of a regulation basketball court. The half court division line will be considered an end line for out-of-bounds.
 - B. After each change of possession, the ball must be brought out past the line of the circle.
 - C. Any score made without properly "clearing" the ball will count for the opposing team.
- III. Equipment**
- A. All team members must wear **similar colored shirts**. Jerseys will be available for checkout from the Equipment Checkout Center.
 - B. The Recreational Sports Department will provide a game ball for each contest. **NO SUBSTITUTIONS WILL BE ALLOWED.**
 - C. If teams wish to warm up, they must check out a ball from the Equipment Checkout Center with a valid TU I.D.
 - D. All participants must remove **all jewelry** prior to competing.
 - E. Street clothes (i.e., jeans, button shirts, hard-soled shoes) may **not** be worn.
 - F. Court shoes must be worn by all participants (street shoes, deck shoes or any shoes that will mark the gym floor are unacceptable).
 - G. A player may not wear anything which is dangerous to another player. Protective devices may be worn provided any metal parts are covered and it has been approved by the Recreational Sports Department.- No Casts
 - H. **Blood Rule:** An intramural participant who is bleeding or has blood on his/her clothing shall be prohibited from participating further in the game until appropriate treatment can be administered. A player may re-enter after receiving the appropriate treatment and/or a change in clothes.
- IV. Players and Substitutions**
- A. A team may consist of four (4) different players. Once a player has played in one game, he/she may not be replaced on the roster.
 - B. Substitutes may enter the game during a time-out or when a dead ball situation occurs.
- V. The Game**
- A. Games will begin when two players are present. The supervisor will declare a forfeit if any team is not ready to play at the scheduled game time. The game will start with a free throw contest by the team members. After a made basket, the team scoring the basket will be on defense.
 - B. Games will be self-officiated. Fouls are to be called by the player fouled with ball possession taken out-of-bounds by the offended team at the spot closest to where the foul occurred. Fouls must be called loud and clear. If teams do not agree on the foul call, the ball goes back to the team having possession during the play and then begins play again. If the two teams cannot resolve the conflict, then a double forfeit will be recorded.
 - C. No free throw will be attempted.
 - 1. For a foul in the act of shooting and the basket missed, the ball is to be taken out-of-bounds at the point nearest to where the foul occurred.
 - 2. For a foul in the act of shooting and the basket made, credit two points and the ball given back to the team credited with the basket.
 - D. Five personal fouls disqualify the player for the remainder of the game. Each team will have a substitute player marking points and personal fouls on the score sheet.
 - E. Two 20 second time-outs will be allowed to each team during a game.
 - F. The winning team will be the first to gain 30 total points/15 baskets (you **do not** have to win by two baskets). There is a 30 minute time limit for each game.
 - G. A score sheet will be issued for each game by the intramural supervisor. All players who participate in each game must be listed on the score sheet. The winning team name should be

circled and the final score written in the circle prior to the score sheet being returned to the intramural supervisor.

- H. Dunking or attempting to dunk is a penalty; no basket awarded and a change of possession to the defending team. In addition, the player will be ejected from the game and will be ineligible to participate in his/her next game. Also, the player must adhere to the player ejection policies.
- I. The three point shot will not be in effect.

VI. Live and Dead Ball

- A. Checking the ball--a defensive player must handle the ball prior to putting the ball in play after a dead ball situation (foul or out-of-bounds) or after a goal is scored. The offensive player receiving the ball following the "check" must pass the ball in to initiate play.
- B. At the beginning of a game and after a scored goal the ball is checked and put into play at the top of the circle.
- C. Following defensive rebounds or a change of possession the ball must be returned to the top of the circle. The ball must touch the floor or a player who has both feet touching behind an imaginary line drawn at the top of the circle.
- D. No jump balls. In jump ball situations, teams will alternate taking the ball out-of-bounds at the spot nearest to where the jump ball occurred. The team receiving the first jump ball will be the team that won the free throw contest to determine first ball possession at the start of the game.

VII. Sportsmanship

- A. The highest standards of sportsmanship are expected by all participants in this activity. The intramural supervisor has the authority to disqualify any participants who conduct themselves in an unsportsmanlike manner.
- B. All University of Tulsa Recreational Sports Department sportsmanship policies are in effect.