

UNLV INTRAMURAL SPORTS

3V3 BASKETBALL

Official Rules & Regulations | Open Division

A. PLAYERS & SUBSTITUTIONS

The Players

- Each team will play with no more than three (3) players on the half-court at once.
- Each team's roster may not exceed five (5) players.
- Teams must start and end the game with at least two (2) players.
- A team with two (2) players or more must play or the forfeit procedure will go into effect.
- During the course of the game, if a team drops below two (2) players, that team will receive the loss according to team misconduct scoring rules.
- If an injury results in a team dropping below two (2) players, play will stop and a standard loss will be recorded.
- These rules will be applied regardless of game score at the time of incident.
- All teams and players must be confined to the designated bench/sideline area as outlined by Intramural Sports Staff.

Substitutions

- Substitutions may only occur during a dead ball (made basket, out of bounds, foul call, or timeout).
- Both the entering and exiting player must clearly communicate the sub before the ball is put back into play.

B. EQUIPMENT

Player Equipment

- Players may not participate with equipment that the Intramural Staff deems dangerous to other participants. Hard casts, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment.
- ALL visible body piercings must be removed or covered using a player's own equipment or bandages. Braces must be approved by the Graduate Assistant or Intramural Coordinator.
- Players must wear athletic-type shorts/pants. Shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim is not permitted.

Jerseys/Shirts

- Teams are not required to wear the same color or wear jerseys for 3v3 Basketball, but still must check-in.

Player Numbers

- If elected to be worn, shirts/jerseys must have legible numbers on at least one side (front or back) and must be legible from a distance of six (6) feet.
- Teammates may not share the same number.
- Only non-marking athletic shoes are permitted on the gym floor. Black-soled or any shoes that leave markings will not be allowed.

GAME EQUIPMENT: Intramural Sports will provide the ball to be used during play.

C. TIMING

1. Delay Time

- If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
- If a team does not have two (2) players signed in at game time, that team will be given 10 minutes to have the minimum number of players sign in before the game is declared a forfeit.
- If neither team has two (2) players signed in, both teams shall have 10 minutes to reach the minimum before a double forfeit is declared.
- Time used to wait for the minimum number of players will be off the game clock. The first team ready to play will receive two (2) points for every minute (rounded up) that the game is delayed, up to the end of the Delay Time period.
- The clock will not stop to have players sign in. Game play must begin before the 10-minute period has been completed.

2. Game Timing

- Games are played to 21 points, win by 2, with a 45-minute time limit (EX: if a 6pm start, game must be completed by 6:45pm).
- If a game is tied at the end of 45 minutes, play continues until one team scores 2 unanswered points (sudden death win-by-2).
- There will be no ties in the regular season or the playoffs.
- Playoff games: play continues in sudden death win-by-2 format until a winner is determined.

3. Time-Outs

- Each team has two (2) time-outs per game. All time-outs are 60 seconds.
- Time-outs carry over to overtime in tournament play. Each team receives one (1) additional time-out per overtime period.
- Only players on the court may call a time-out.

D. SCORING

- Baskets made from inside the arc are worth one (1) point.
- Baskets made from behind the **first** three-point arc are worth two (2) points.
- We will be using the NFHS three-point arc.
- Free throws are worth one (1) point each.

Free Throws

- Free throws are administered according to NFHS rules with the following modifications:
 - The position between the end line and the block (first position) will not be occupied.
 - The second position, on both sides, must be occupied by a defender; all others are optional.
 - Players must not stand on any line around the free-throw area.
 - Rebounding lane players may enter the lane after the ball leaves the shooter's hand. The shooter and all players outside the arc are restrained until the ball touches the rim.

Mercy Rule

- The game will end if a team reaches a 15-point lead at any time during the game.

E. START AND RESTART OF PLAY

1. Check Ball

- 3v3 half-court uses a 'check ball' system — there is no jump ball.

- At the start of the game, possession is determined by a coin flip or Rock-Paper-Scissors between team representatives.
- After any dead ball (made basket, out of bounds, foul), the team taking possession must 'check' the ball: the defender passes the ball to the offensive player at the top of the key, the offensive player passes it back, and live play resumes once the defender returns the pass. No rushing the check.
- If the offensive player shoots before completing the check, it is a turnover and possession is awarded to the defense.

2. Clearing the Ball

- After a defensive rebound, steal, or turnover, the defensive team must 'clear' the ball behind the three-point arc before attempting to score. The ball is live once it is established beyond the arc.
- Failure to clear the ball before a shot attempt results in the basket being waved off and possession returned to the defense.
- On a made basket, the opposing team takes the ball at the top of the key and initiates a check.

3. Out of Bounds

- The ball is inbounded at the top of the key (check ball) after going out of bounds, unless the Intramural Staff designates a specific spot.
- Last to touch determines possession on out-of-bounds calls. Disputes are resolved by Intramural Staff or by re-play if no consensus is reached.

4. Free Throws

- No player shall enter the lane or leave their marked lane space until the ball touches the rim or backboard.
- On sequences with multiple free throws, substitutions may only enter before the final attempt. The free throw shooter may also be substituted after the final attempt provided the scorer's table is notified before the attempt and the attempt is a made free throw.

F. VIOLATIONS & FOULS

1. Foul Definitions

- Fouls will be SELF-REPORTED, while the games will be supervised, they will not be officiated.
- The only foul that will be able to be called will be a personal foul, if there was a play that could be defined as a "non-basketball" play that had harmful intent. Please report to an Intramural Sports Staff member right away.
- Personal Foul: Illegal contact with an opponent while the ball is live that hinders normal defensive or offensive movement. Includes contact by or on an airborne shooter when the ball is dead
- A personal foul committed while a shooter was attempting to score will result in one (1) free throw if within the three-point arc and two (2) free throws if behind the arc.
- Any questioning of the validity of the foul call will be taken care of amongst the participants. A game cannot be put under protest regarding a personal foul.
- A Technical or Flagrant Foul can be called, disputes over these calls should not be handled amongst participants and should be brought to Intramural Sports Staff.

2. Player Ejection

- A player will be ejected for:
 - Committing a "non-basketball" play during the game that is reported to the Intramural Sports Staff and deemed to be a flagrant or technical foul. Please See "Foul Qualities" Section.
- Once ejected, the player must leave the facility immediately.
- The game will be able to continue, but must be played with a player down, at 3v2.

3. Game Forfeit

- A forfeited game will result in a score of 10 points (or the current point total if higher) for the winning team and 0 for the forfeiting team.
- The game will be forfeited if:
 - Any team has an ejected or injured player that leaves them with fewer than two (2) players.
 - Any team has two (2) or more player ejections.
 - Any team receives three (3) total Technical Fouls for unsportsmanlike conduct.

G. FOUL QUALITIES

1. Technical Foul Qualities

- A player may receive a technical foul when:
 - A participant uses vulgar language directed toward any bystander, staff member, or participant in any context.
 - A participant celebrates in a way that indicates violence, puts another participant in harm's way, or brandishes a weapon.
 - A participant uses the ball or any other object to harm or disrespect an opponent.
 - Any procedural violation: Delay of Game, Illegal Substitution, Excessive Time-Outs.

2. Flagrant Foul Qualities

- A player may receive a flagrant foul when:
 - They use any slur or derogatory language toward an official, participant, or in any context.
 - They participate in or leave the sideline to fight. Any on-court fight will result in a double-loss for both teams regardless of score.
 - They use a 'non-basketball' move to obtain possession or jockey for position — including but not limited to: elbowing, reckless closeouts, blows to the head or neck, hard take fouls, intentional tripping or kicking.
 - They participate in excessive dead-ball contact including shoving, fighting, or throwing an opponent to the ground.

Blocking vs. Charging

- Blocking: illegal personal contact that impedes the progress of an opponent with or without the ball.
- Charging: illegal personal contact by pushing or moving into an opponent's torso.

This is an UNOFFICIATED league. Players are responsible for making their own foul calls honestly and in the spirit of fair play. Disputes that cannot be resolved should be brought to the Intramural Staff immediately. Consistent abuse of foul-calling privileges is subject to Technical Foul assessment.

H. SELF-OFFICIATION

- This league is player-officiated. There are no assigned referees on the court during play.
- Players are expected to call their own fouls and violations honestly and promptly.
- When a foul or violation is called, the player making the call must verbally announce it clearly before play continues.
- Disputed calls: if teams cannot agree, the ball is awarded to the team that did not make the initial call (benefit of the doubt to the defense on shooting fouls, offense on out-of-bounds).
- Persistent disputes or suspected bad-faith officiating should be reported to the Intramural Staff present at the facility. Staff have the authority to assess Technical Fouls for conduct unbecoming of a sports person.
- Intramural Staff are present for safety, sportsmanship enforcement, and scoring, they are not referees and will not make in-game calls except in cases involving safety or conduct.

I. CAPTAIN RESPONSIBILITIES

1. Captain's Meeting

- All captains are highly encouraged to attend a 30-minute Zoom meeting on the Thursday before the season begins where the Intramural Coordinator and Graduate Assistant will review the rules and answer questions.

2. In-Game Responsibilities

- All captains are required to participate in each pre-game captain's meeting. In this meeting, expectations are set for the rules of the game and participant conduct. The captain's duty is to inform their team of the rules and regulations before play begins.
- All captains are held accountable for their team's conduct on the sideline. Team captains are also responsible for the actions of their spectators.
- Fans must stay in the designated spectator area and may not enter the court during the game. A technical foul may be administered to a team based on the conduct of their fans.

UNLV INTRAMURAL SPORTS

3V3 BASKETBALL

Official Rules & Regulations | Co-Rec Division

A. PLAYERS, SUBSTITUTIONS & GENDER REQUIREMENTS

The Players

- Each team will play with no more than three (3) players on the half-court at once.
- Each team's roster may not exceed five (5) players.
- Teams must start and end the game with at least two (2) players.
- A team with two (2) players or more must play or the forfeit procedure will go into effect.
- During the course of the game, if a team drops below two (2) players, that team will receive the loss according to team misconduct scoring rules.
- If an injury results in a team dropping below two (2) players, play will stop and a standard loss will be recorded.
- These rules will be applied regardless of game score at the time of incident.
- All teams and players must be confined to the designated bench/sideline area as outlined in IM Policies.

Co-Rec Gender Requirements

- The standard three-player lineup must include at least one (1) male player and one (1) female player. The third player may be of any gender.
- A team that cannot meet the gender requirement at full strength must follow the shorthanded procedure below.

Shorthanded Co-Rec Procedure

- If a team can field only two (2) players but those two players satisfy the gender requirement (one male, one female), the game may proceed at 2v2.
- In this case, the opposing team has the option to:
 - Play 3v2 with their full three-player lineup, OR
 - Match the shorthanded team at 2v2.
- The opposing team captain must communicate their choice to the Intramural Staff before the game begins.
- If the shorthanded team cannot meet even the minimum gender requirement (i.e., they cannot field one male and one female), the game will be declared a forfeit.
- A team that starts shorthanded and gains additional eligible players during a dead ball may bring those players in through the standard substitution procedure, returning to full 3-player strength.

Shorthanded situations resulting from ejection or injury mid-game follow the same procedure. The opposing team is given the option at the next dead ball.

Substitutions

- Substitutions may only occur during a dead ball (made basket, out of bounds, foul call, or timeout).
- Both the entering and exiting player must clearly communicate the sub before the ball is put back into play.
- Substitutions may not result in a lineup that violates the gender requirement. If a substitution would leave a team non-compliant (e.g., removing the only female on the court), the substitute must be of the required gender.

B. EQUIPMENT

Player Equipment

- Players may not participate with equipment that the Intramural Staff deems dangerous to other participants. Hard casts, metal or plastic braces, hats, and jewelry of any type are examples of illegal equipment.
- ALL visible body piercings must be removed or covered using a player's own equipment or bandages. Braces must be approved by the Graduate Assistant or Intramural Coordinator.
- Players must wear athletic-type shorts/pants. Shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play, and shorts may not be worn inside out. Denim is not permitted.

Jerseys/Shirts

- Teams are not required to wear the same color or wear jerseys for 3v3 Basketball, but still must check-in.

Player Numbers

- If elected to be worn, shirts/jerseys must have legible numbers on at least one side (front or back) and must be legible from a distance of six (6) feet.
- Teammates may not share the same number.
- Only non-marking athletic shoes are permitted on the gym floor. Black-soled or any shoes that leave markings will not be allowed.

GAME EQUIPMENT: Intramural Sports will provide the ball to be used during play and warm-ups.

C. TIMING

1. Delay Time

- If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
- If a team does not have two (2) players signed in at game time, that team will be given 10 minutes to have the minimum number of players sign in before the game is declared a forfeit.
- If neither team has two (2) players signed in, both teams shall have 10 minutes to reach the minimum before a double forfeit is declared.
- Time used to wait for the minimum number of players will be off the game clock. The first team ready to play will receive two (2) points for every minute (rounded up) that the game is delayed, up to the end of the Delay Time period.
- The clock will not stop to have players sign in. Game play must begin before the 10-minute period has been completed.

CO-REC: Gender requirements must also be met before play begins. See Section A for shorthanded Co-Rec procedures.

2. Game Timing

- Games are played to 21 points, win by 2, with a 45-minute time limit (EX: if a 6pm start, game must be completed by 6:45pm).
- If a game is tied at the end of 45 minutes, play continues until one team scores 2 unanswered points (sudden death win-by-2).
- There will be no ties in the regular season or the playoffs.
- Playoff games: play continues in sudden death win-by-2 format until a winner is determined.

3. Time-Outs

- Each team has two (2) time-outs per game. All time-outs are 60 seconds.
- Time-outs carry over to overtime in tournament play. Each team receives one (1) additional time-out per overtime period.

- Only players on the court may call a time-out.

D. SCORING

- Baskets made from inside the arc are worth one (1) point.
- Baskets made from behind the three-point arc are worth two (2) points.
- Free throws are worth one (1) point each.

CO-REC: Scoring values are identical in the Co-Rec division. There are no bonus points.

Free Throws

- Free throws are administered according to NFHS rules with the following modifications:
 - The position between the end line and the block (first position) will not be occupied.
 - The second position, on both sides, must be occupied by a defender; all others are optional.
 - Players must not stand on any line around the free-throw area.
 - Rebounding lane players may enter the lane after the ball leaves the shooter's hand. The shooter and all players outside the arc are restrained until the ball touches the rim.

Mercy Rule

- The game will end if a team reaches a 15-point lead at any time during the game.

E. START AND RESTART OF PLAY

1. Check Ball

- 3v3 half-court uses a 'check ball' system, there is no jump ball.
- At the start of the game, possession is determined by a coin flip or Rock-Paper-Scissors between team representatives.
- After any dead ball (made basket, out of bounds, foul), the team taking possession must 'check' the ball: the defender passes the ball to the offensive player at the top of the key, the offensive player passes it back, and live play resumes once the defender returns the pass. No rushing the check.
- If the offensive player shoots before completing the check, it is a turnover and possession is awarded to the defense.

2. Clearing the Ball

- After a defensive rebound, steal, or turnover, the defensive team must 'clear' the ball behind the three-point arc before attempting to score. The ball is live once it is established beyond the arc.
- Failure to clear the ball before a shot attempt results in the basket being waved off and possession returned to the defense.
- On a made basket, the opposing team takes the ball at the top of the key and initiates a check.

3. Out of Bounds

- The ball is inbounded at the top of the key (check ball) after going out of bounds, unless the Intramural Staff designates a specific spot.
- Last to touch determines possession on out-of-bounds calls. Disputes are resolved by Intramural Staff or by re-play if no consensus is reached.

4. Free Throws

- No player shall enter the lane or leave their marked lane space until the ball touches the rim or backboard.

- On sequences with multiple free throws, substitutions may only enter before the final attempt. The free throw shooter may also be substituted after the final attempt provided the scorer's table is notified before the attempt and the attempt is a made free throw.

F. VIOLATIONS & FOULS

1. Foul Definitions

- Fouls will be SELF-REPORTED, while the games will be supervised, they will not be officiated.
- The only foul that will be able to be called will be a personal foul, if there was a play that could be defined as a "non-basketball" play that had harmful intent. Please report to an Intramural Sports Staff member right away.
- Personal Foul: Illegal contact with an opponent while the ball is live that hinders normal defensive or offensive movement. Includes contact by or on an airborne shooter when the ball is dead
- A personal foul committed while a shooter was attempting to score will result in one (1) free throw if within the three-point arc and two (2) free throws if behind the arc.
- Any questioning of the validity of the foul call will be taken care of amongst the participants. A game cannot be put under protest regarding a personal foul.
- A Technical or Flagrant Foul can be called, disputes over these calls should not be handled amongst participants and should be brought to Intramural Sports Staff.

2. Player Ejection

- A player will be ejected for:
 - Committing a "non-basketball" play during the game that is reported to the Intramural Sports Staff and deemed to be a flagrant or technical foul. Please See "Foul Qualities" Section.
- Once ejected, the player must leave the facility immediately.
- The game will be able to continue, but must be played with a player down, at 3v2.

CO-REC: If an ejection causes a team to fall below the gender requirement, see Section A for applicable shorthanded procedures. The opposing team retains the option to match at 2v2.

3. Game Forfeit

- A forfeited game will result in a score of 10 points (or the current point total if higher) for the winning team and 0 for the forfeiting team.
- The game will be forfeited if:
 - Any team has an ejected or injured player that leaves them with fewer than two (2) players.
 - Any team has two (2) or more player ejections.
 - Any team receives three (3) total Technical Fouls for unsportsmanlike conduct.

CO-REC: A team that cannot field at least one (1) male and one (1) female player, and does not have the minimum two (2) players present, will forfeit the game.

G. FOUL QUALITIES

1. Technical Foul Qualities

- A player may receive a technical foul when:
 - A participant uses vulgar language directed toward any bystander, staff member, or participant in any context.
 - A participant celebrates in a way that indicates violence, puts another participant in harm's way, or brandishes a weapon.
 - A participant uses the ball or any other object to harm or disrespect an opponent.
 - Any procedural violation: Delay of Game, Illegal Substitution, Excessive Time-Outs.

2. Flagrant Foul Qualities

- A player may receive a flagrant foul when:
 - They use any slur or derogatory language toward an official, participant, or in any context.
 - They participate in or leave the sideline to fight. Any on-court fight will result in a double-loss for both teams regardless of score.
 - They use a 'non-basketball' move to obtain possession or jockey for position — including but not limited to: elbowing, reckless closeouts, blows to the head or neck, hard take fouls, intentional tripping or kicking.
 - They participate in excessive dead-ball contact including shoving, fighting, or throwing an opponent to the ground.

Blocking vs. Charging

- Blocking: illegal personal contact that impedes the progress of an opponent with or without the ball.
- Charging: illegal personal contact by pushing or moving into an opponent's torso.

This is an UNOFFICIATED league. Players are responsible for making their own foul calls honestly and in the spirit of fair play. Disputes that cannot be resolved should be brought to the Intramural Staff immediately. Consistent abuse of foul-calling privileges is subject to Technical Foul assessment.

H. SELF-OFFICIATION

- This league is player-officiated. There are no assigned referees on the court during play.
- Players are expected to call their own fouls and violations honestly and promptly.
- When a foul or violation is called, the player making the call must verbally announce it clearly before play continues.
- Disputed calls: if teams cannot agree, the ball is awarded to the team that did not make the initial call (benefit of the doubt to the defense on shooting fouls, offense on out-of-bounds).
- Persistent disputes or suspected bad-faith officiating should be reported to the Intramural Staff present at the facility. Staff have the authority to assess Technical Fouls for conduct unbecoming of a sports person.
- Intramural Staff are present for safety, sportsmanship enforcement, and scoring, they are not referees and will not make in-game calls except in cases involving safety or conduct.

I. CAPTAIN RESPONSIBILITIES

1. Captain's Meeting

- All captains are highly encouraged to attend a 30-minute Zoom meeting on the Thursday before the season begins where the Intramural Coordinator and Graduate Assistant will review the rules and answer questions.

2. In-Game Responsibilities

- All captains are required to participate in each pre-game captain's meeting. In this meeting, expectations are set for the rules of the game and participant conduct. The captain's duty is to inform their team of the rules and regulations before play begins.
- All captains are held accountable for their team's conduct on the sideline. Team captains are also responsible for the actions of their spectators.
- Fans must stay in the designated spectator area and may not enter the court during the game. A technical foul may be administered to a team based on the conduct of their fans.

CO-REC: Co-Rec captains are additionally responsible for ensuring their roster meets gender requirements before the game begins and communicating any shorthanded situations to the Intramural Staff and opposing team captain prior to tip-off.