

University of Nebraska
Campus Recreation

3-ON-3 BASKETBALL RULES

Current National Federation rules will be in effect with the following modifications:

1. Game balls will be available at the playing site.
2. All players must present their current UNL photo I.D. prior to each match.
3. Games must be won by two points (not two baskets).
4. The winning team must win 2 out of 3 games. The first 2 games will be played to 21 points with 2 points scored for a field goal and 3 points for each three pointer. The third game (if needed to determine a winner) will be played to 11 points. A time limit of forty-five (45) minutes will be enforced. The team leading at the expiration of 45 minutes will be declared the winner.
5. A minimum of two players must be on site, ready to play to avoid a forfeit. Game time is forfeit time.
6. A coin flip will decide first team possession.
7. The player fouled will be responsible for calling his/her own fouls.
8. If a foul is called during the course of the game, the ball will be checked at the top of the key with the opponent and play shall continue. If a player is fouled in the act of shooting and the basket is made, the basket is good and the ball next belongs to the defense. If a player control foul occurs, the basket is always no good and the ball belongs to the defense.
9. Any foul or rough play deemed flagrant by the staff assistant will result in the immediate disqualification and ejection of the violating player. A continuation of intentional fouls observed by and warned by the staff assistant will also result in the ejection of the offender.
10. After scoring, the opposing team gains possession of the ball at the top of the key. Check the ball with the opponent after each score.
11. No time-outs.
12. After obtaining possession of the ball following a score, a missed shot (including an air ball), or rebound, the ball must be taken back to the "top of the key" extended or beyond the 3-point mark before a basket can be scored. (Top of the key = top of the circle) Failure to do so will result in the opposing team gaining possession of the ball.
13. The ball must be passed in after being checked. A player may not dribble the ball in or shoot the ball immediately after being checked.
14. The half-court line and all other boundary lines shall be considered out-of-bounds.
15. Substitutes may enter the contest during any dead ball.
16. Teams should check in with the Intramural Staff Assistant a minimum of 15 minutes before their scheduled playing time.
17. Winning teams are responsible for completing, signing, and returning the scorecard to the Intramural Staff Assistant upon completion of the match.

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