

**Princeton University
Intramural Sports
3 on 3 Rules**



I. EQUIPMENT/UNIFORM

- a. All players must present their valid Princeton University ID in order to play at each game.
- b. No hats with brims or jewelry are allowed to be worn during play.
- c. All players are required to wear appropriate (non-marking) sneakers while participating.

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. Teams will be composed of 3 players on court – maximum of one substitute.
- b. Must have all 3 players to begin a game.
- c. For Co-Rec, ratio must be 1:2.
- d. A team that fails to have 3 players within 10 minute after starting time will forfeit the game.
- e. Playing time shall be two halves of 10 minutes running clock. One minute half-time.
- f. Ball possession determined by coin flip.
- g. Tie score at the end of regulation time during the regular season will result in a tie. During playoffs, there will be a two-minute running clock overtime. If the score remains tied after overtime, sudden death will be played.

III. ELIGIBILITY

- a. No varsity players may participate in 3-on-3 Basketball.
- b. Only 1 club or JV team member allowed on a 3-on-3 team.
- c. Players are only allowed to play for ONE Men's/Women's team and ONE CoRec team only.

IV. GENERAL RULES AND REGULATIONS

a. Beginning Play

Winner of coin toss shall take first ball possession. Loser takes ball possession to start second half. Ball possession changes hands after each basket unless a foul occurs.

b. Keeping Score

Teams will keep track of points using 1's and 2's. Therefore, Free Throw shots will be based on where the foul occurred on the court. If beyond the arch, then 2 free throws will be taken. Shooters must make sure the scorekeeper is aware of how many shots that foul was worth.

c. Fouls and Violations

- Traveling, double dribble, three seconds or other offensive violations are called by the defensive team and result in change of possession at out of bounds nearest to infraction.
- Fouls are called only by player being fouled. On offensive fouls, ball changes possession.
- On defensive fouls, ball is put in play at the top of the key.
- For shooting fouls, report foul to IM Supervisor, offense will remain with possession at the top of the key.
 - Foul shots will be taken at the end of the half and at the 2-minute mark of the second half, with an alternating line-up.
 - For shooting fouls when the ball goes in, the basket counts, the team reports the foul to the supervisor, and the team fouled will remain with possession.
- Defenders must remember that they cannot foul out of the game, therefore all fouls that occur will result in a loss of possession to deter from future offenses.

d. Check Line

Top of circle. To start each half, after a score or after a foul is awarded, a player must put ball in play from the check line by passing the ball in. On defensive rebounds or steals, the ball must be returned to the check line.

e. Reporting Score

After a game, winning team must report results to the IM Supervisor on duty and receive the time of their next game.