

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

2) Have a registered RScconnect.com profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

Intramural Sports **3-on-3 Basketball Rules** will govern play with the following modifications:

I. Team Requirements

1.1 Teams must begin the game with at least two players and may finish with a minimum of two players. Teams are allowed to check in an unlimited number of players per contest.

1.2 All players must wear non-marking rubber-soled athletic shoes.

1.3 Jewelry may not be worn. Exception: Medical Alert tags may be worn. No hats or bandanas may be worn by any player on the court.

1.4 Casts and/or any other item deemed to be dangerous by the official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

II. The Game

2.1 A coin toss will determine which team will put the ball in play to start the contest.

2.2 Games will consist of a single 30-minute game running clock with two halves. The clock will stop for halftime after 15 minutes of play. Halftime will be 1-minute in length. The teams will play until the 30-minute mark. After the 30-minute mark and the next stoppage occurs, possession is determined and then teams play to the designated score. The final score is determined by adding 7 points to the score of the team leading the game after 30 minutes of play. The team that reaches the designated score first wins the game.

Example: End of 30 minutes

Example: Team A has 60 points, Team B has 55 points. The first team to reach 67 points wins the game.

2.3 Each team will be granted one 30 second time out for the game.

2.4 Substitutions may be made at any time during a dead ball. Substitutions may be made after a made basket or whistle.

2.5 Offensive Three second lane violations will remain in effect.

III. Scoring

- 3.1 All field goals on and inside the 3-point line will count as two points. All field goals beyond the 3-point line and below the 32ft green line will count as three points.
- 3.2 All field goals beyond the 32ft green line will count as four points.

IV. Clearing the Ball

- 4.1 Teams will alternate possession on made baskets. After made baskets, the ball must be checked up in the half circle area near the midcourt line.
- 4.2 The defensive player must stand outside the half circle until the ball is checked. The defense may not enter the half circle at any time during the check-in process. Once the ball is checked in, the offensive player may dribble or pass the ball into play.
- 4.3 On all possession changes, the ball must be taken back by having both feet and the ball anywhere behind the three-point line. This must be done even if a shot has not been taken, or if the attempted shot does not reach the backboard/rim. If the team does not take the ball back properly then the play is dead at the first shot attempt by the violating team. The result of the play will be a turnover.

V. Fouls

- 5.1 Players do not foul out in the contest. However, on a player's 5th personal foul, the non-fouling team will receive one additional point to their score along with the result of the play.
Example: Player A has 4 personal fouls, Player A commits a shooting foul on Player B. Player A is given their 5th personal foul, Team B is awarded 1 point, and Player B is awarded 2 free throws for the shooting foul.
- 5.2 All fouls are common fouls.
- 5.3 A player will receive the one-and-one bonus after the offending team has accumulated 5 fouls each half. This rule applies to all common fouls. Exceptions include: shooting, player control, technical, intentional, or flagrant fouls. Team fouls reset for the second half of the game. There will be no double-bonus applied.

VI. Free Throws

- 6.1 Players will be awarded two free throws when fouled in the act of shooting inside the three-point line. If the basket is made, then the basket will count, and the player is awarded one free throw.
- 6.2 Players will be awarded three free throws when fouled in the act of shooting beyond the three-point line and below the 32ft green line. If the basket is made, then the basket will count, and the player is awarded one free throw.
- 6.3 Players will be awarded four free throws when fouled in the act of shooting beyond the 32ft line. If the basket is made, then the basket will count, and the player is awarded one free throw.
- 6.4 During free throws, the free throw shooter has 10 seconds to release the ball. Failure to do so will result in a violation and loss of the right to shoot that free throw.
- 6.5 Missed free throws will not result in live play. Players that are not shooting the free throws must stand behind the top of the three-point arc during free throw attempts.
- 6.6 If a technical foul/intentional foul/flagrant foul is called, the non-fouling team will receive one point and be awarded the ball. Two technical fouls on any one player will result in that player being ejected.
Note: Any player ejected from an Intramural competition must meet with the Intramural Coordinator to determine further eligibility.
- 6.7 Fighting will result in disqualification of both teams.