

**East Carolina University  
Intramural Sports  
3-on-3 Basketball Rules**

- I. **Current National Federation of State High School Association Basketball Rules shall apply** along with the following Intramural Sports Modifications.
- II. Basic Rules
- A. Play shall be on one (1) half of a regulation basketball court.
- B. Playing time shall be two (2) halves of ten (10) minutes with a running clock except at the last minute of the second half where the clock will stop for all whistles, out of bounds, made/awarded baskets (NEW!!!), etc. There will be a two (2) minute half time but there are no time outs. A tie score after regulation time has expired will result in a one (1) minute overtime period in which the clock stops for all whistles. If the score remains tied at the end of this period the game ends and both teams receive wins. However, in playoff games one minute overtime periods will be played until a winner is determined. Substitutions may be made after a basket, foul shot, or any stoppage of play.
- C. A team consists of three players. At least two players must be present to start the game and finish the game.
- D. A coin toss will determine first ball possession. The alternating possession rule will be in effect for all subsequent jump ball situations. Ball possession changes hands after each basket unless a foul is awarded.
- E. A defensive player must handle the ball prior to putting the ball in play from out-of-bounds or after a goal is scored, the ball must be "checked". The offensive player receiving the ball following the "check" must pass the ball in to initiate play. The ball is "checked" at the top of the key following baskets, out of bounds plays and non-shooting fouls. Teams must check the ball immediately. The official reserves the right to stop the clock if it is judged that the defense is consuming time illegally. The clock shall restart once the ball is in-bounded.
- F. After a made basket or a dead ball, the ball shall be "checked-in" at the top of the key, behind a designated line 5 feet from the 3 point line. The defense cannot cross this line until the ball is inbounded and the offensive player can back up as far as needed within the court boundaries.
- G. Following defensive rebounds or a change of possession, the ball must be returned behind the three point arc. The ball must touch the floor or a player, who has both feet touching behind this line prior to being able to legally convert a field goal attempt.
- H. Prior to the fifth team foul in a game:
1. Any common foul shall result in loss of possession for the offending team.
  2. Any offensive foul with a converted basket shall result in disallowing the basket and loss of possession.
  3. Any shooting foul with a missed basket shall result in retained possession.
  4. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
- I. On and after the fifth team foul:
1. Any common foul shall result in a single foul shot and ball possession.
  2. Any team or player control foul shall result in disallowing a converted basket and a change of possession.
  3. Any shooting foul with a missed basket shall result in two (or three) foul shots along with retained possession.
  4. Any shooting foul with a converted basket shall result in the basket being awarded along with retained possession.
- J. **Players are allotted 5 fouls each.** On the fifth foul the player has "fouled out" and must leave the game and cannot return. That player can be replaced by a legal substitute.
- K. Any intentional foul regardless of the foul count will result in two shots and retained possession
- L. **Dunking is legal in game action only!** Dunking is not permitted during warm-ups.
- M. The three point shot rule will be in effect.
- N. 3 on 3 basketball rules are designed to promote continuous play. Any team attempting to stall (judged by the official) shall first be given a warning. Following the warning, the official shall begin a 10-second count. If a shot is not attempted that strikes the rim, a violation will be called and possession given to the offended team. Only one

warning will be given per game per team. After the warning, the 10 second shot clock will be enforced each possession thereafter if any stalling action is being employed by the offense.

- O. Substitutes must report to the scorer's table and wait at a designated spot until summoned by the official.
  
- P. Technical Fouls
  - a. Technical fouls will be coupled with team fouls.
  - b. Technical Fouls: 2 points automatically awarded plus the offended team's possession at mid court.  
**PLAYERS RECEIVING A TECHNICAL FOUL ARE REQUIRED TO SUB OUT OF THE GAME UNTIL THE NEXT DEAD BALL SITUATION AFTER THE BALL IS RETURNED TO PLAY.**
  - c. A player receiving two (2) technical fouls will be ineligible for the rest of the game. A team receiving three (3) misconduct technical fouls during a game will be declared the loser of that game by forfeit at that point in the game. Such misconduct could result in the team and/or players being declared ineligible for further competition.
  
- Q. After obtaining possession of the ball following 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, resulting in a turnover. The basket does not count.