Salisbury University
3 on 3 Basketball Rules

Length of Game
1. The game will consist of two 10-minute periods.
2. There are no time-outs. Only for injury.
3. If the game is tied at the end of regulation, a two-minute overtime will occur.
4. Deliberate stalling or attempts to freeze the ball shall result in a loss of possession. If a team is warned for stalling, the official will administer a 10-second count during which a shot must be attempted. If a shot is not attempted, ball possession is lost. This will occur at the discretion of the referee.
5. Game time is start time. A team who is late will lose two points for every minute late, at five minutes it will become a forfeit.
6. If a team forfeits once, they will be dropped from the league.

Scoring
1. All shots made inside the 3-point arc will count as two points.
2. All shots made beyond the 3-point arc will count as three points.
3. Foul shots will count as one point.
4. There is no make it take it, games will be losers out.

Fouls and Violations
1. Games will be officiated by the Intramural staff.
2. Jump balls go to the possession arrow.
   A. Prior to the fifth team foul:
      a. Any foul shall result in the loss of possession for the offending team.
      b. Any offensive foul shall result in disallowing a made basket and loss of possession.
      c. Any shooting foul with a missed basket shall result in retained possession.
      d. Any shooting foul with a converted basket shall result in the basket being awarded and a change of possession.
   B. On and after the fifth team foul:
      a. Any foul shall result in a single foul shot along with retained possession for the offended team.
      b. Any offensive foul shall result in disallowing a made basket and change of possession.
      c. Any shooting foul with a missed basket shall result in two foul shots and retained possession.
      d. Any shooting foul with a made basket shall result in the basket being awarded along with retained possession.

Taking the Ball Back
1. After all scores you must check the ball with the other team.
2. During live ball play, the ball must be taken back beyond the 3-point arc.
3. If the ball is stolen or an air ball occurs, the defensive team must take the ball back beyond the 3-point arc.

Players
1. Teams shall consist of 3 players, but you may begin with 2 players
2. All players must show their ID to the supervisor