

**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