

FALL 2025 3v3 BASKETBALL RULES

(Updated 7/10/2025)

*Recent changes will appear in highlighted and italicized text***Rule 1: Facility**

1. All games will be played at the Field House South Gym unless otherwise noted. Alcohol and tobacco are not permitted inside the facility or in the parking lot.

Rule 2: Player Eligibility

1. All Intramural Sports eligibility rules apply. Please check the [Intramural Sports Rules and Regulations](#) carefully.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, participants must have a photo available through IMLeagues, or must provide a University of Iowa or government-issued photo ID.

Rule 3: Team Composition

1. Each roster must have at least three players to be approved. There is not a maximum number of players to be included.
2. The game shall be played between two teams of three players.
 - a. A minimum of three players is required to be present to start the game.
 - b. A team may play with less than three players if a player becomes injured during the game.

Rule 4: Equipment

1. Each member is encouraged to bring one light and one dark color shirt as team uniforms. Pinnies will not be available.
2. Hand jewelry is not permitted to be worn during participation.
 - a. Wrist jewelry must be taped down and must stay taped down throughout the contest.
 - b. Necklaces must be taped down inside the shirt and must stay taped down throughout the contest.
 - c. Stud earrings, or earrings that do not extend beyond the earlobe, are permitted, but must be covered throughout the contest.
 - d. Tape **will not** be provided for the taping of jewelry.
 - e. The Sport Programs staff retains the right to require any jewelry deemed dangerous to be removed prior to participation, or continued participation.

Rule 5: Ground Rules

1. All games will be "self-officiated" with oversight from a Sport Programs Supervisor.
2. Teams will play one game to 21 points, by 1's (made baskets on or within the 3-point arc) and 2's (made baskets outside the 3-point arc). Teams must win by two points.
 - a. In the interest of time, Sport Program Supervisors will have the discretion to decrease the total points needed to win from 21 to the nearest multiple of five, based on the current leading team's score. This rule will not be used to give either team an advantage and will only be implemented in infrequent cases in which low-scoring contests are being played.
3. To start the game, each team shall designate one person to shoot free-throws to determine which team will start with possession of the ball. After one person has made and one person has missed, the team making the free throw shall start with the ball at the top of the key.

4. The ball shall be “checked” before the start of the game at the top of the key, and after the following stoppages of play:
 - a. Made baskets
 - b. All fouls
 - c. All violations
 - d. Balls entering the court from another court.
 - i. All checked balls are required to be passed in off the check. Players can’t dribble or shoot immediately following the check. *Shooting or dribbling immediately following the check will result in the opposing team gaining possession of the ball.*
5. Possession will change after made baskets (Not make it take it).
6. After a defensive rebound of a shot attempt (regardless of the ball hitting the rim or not), and after all live ball turnovers (steals), players must take the ball outside of the 3-point arc with both feet before taking a shot at the basket.
 - a. *If the ball is not returned outside the 3-point arc with both feet before shooting, the opposing team will gain possession of the ball.*
7. Teams are responsible for keeping track of the score throughout the game.
 - a. The score should be announced prior to every checking of the ball.
 - b. In the event of a score discrepancy, teams shall restart the game from the last agreed upon score.
 - c. To ensure the final score is accurate, both team captains are required to sign off on the final score with the Sport Programs Supervisor at the completion of the game.
8. Fouls will be called by the players on the court. Free throws will never be shot after a foul.
 - a. A common foul or any foul resulting in a missed shot shall result in the fouled team starting with the ball at the top of the key.
 - b. A defensive foul on a made basket shall result in the basket counting and the fouling team starting with the ball at the top of the key.
 - c. There shall not be a foul limit for players or teams.
 - i. The Sport Program Supervisors have the right to issue warnings or forfeit the game if any player or team continually fouls their opponents or fouls excessively with the intent to gain an unfair advantage. This will be enforced at the Sport Programs Supervisor’s discretion. **A warning does not need to be given before making the decision to forfeit the game.**
9. Timeouts: teams are allowed one, 30 second timeout each game.
10. In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession.
 - a. The half court line shall be considered an out-of-bounds line.
 - b. If the ball passes over the backboard from either direction, it shall be the same as an out-of-bounds violation.
11. On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis.
 - a. Teams are responsible for keeping track of the alternating possession.

INCLEMENT WEATHER

If there is inclement weather and Intramural Sports are scheduled, check the [Intramural Sports website](#) for cancellation information. The Sport Programs Staff will also attempt to notify participants scheduled to play that night. You can also sign-up for Intramural Sports notifications through the [Recreational Services app](#).

