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McGILL INTRAMURALS BASKETBALL 3x3 RULEBOOK

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ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be inspected by the scorekeeper and immediately handed back to the participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

DEFAULT RULE

- A five **(5) minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- Should a team still have too few players following the delay, the offending team will default the game.
- To begin the game, each team must have a minimum of three **(3) players** on the court, dressed, signed-in and ready to play at the scheduled starting time.

EQUIPMENT

- An official 3x3 ball shall be used in all categories
- One (1) game ball will be distributed per hoop for warm up. Teams are encouraged to bring their own ball for warm-up.

UNIFORM

- PINNIES WILL NOT BE DISTRIBUTED.
- The home team is required to wear a white shirt and the away team is required to wear a dark shirt. NO LIGHT GREY ALLOWED. See Article 4.1 (McGill Intramural Uniform Policy) of the IM Handbook

TEAM ROSTER

- Teams may keep more than 5 players on their IM League roster but may only check-in a maximum of 5 players per game (3+1 substitute).
- A game must start with 3 players from each team.

INITIAL POSSESSION

- Decided by coin flip
- The team that wins the coin flip decides whether it takes the ball or leaves it, in order to get it in a potential overtime

SCORING

- 1 point and 2 points, if scored behind the arc

GAME DURATION & SCORE LIMIT

- A game is 10 minutes in length or first team to 21 points
- The clock is stopped on all deadball situations and free-throws

TIME OUTS

- 1 per team

SHOT CLOCK

- 12 seconds. A shot clock will be used or the Referee to warn and count down the last 5 seconds

OVERTIME

- First team to score two (2) points wins the games

FREE THROWS

- 1 free throw is rewarded for any shooting foul within the arc
- 2 free throws are rewarded for any shooting foul beyond the arc

FOULS

- There are NO PERSONAL fouls. Only team fouls
- The foul limit per team is 6 team fouls
- A team shall receive 2 free throws for the 7th, 8th, and 9th team foul
- A team shall receive 2 free throws and possession for the 10th team foul and beyond

TECHNICAL FOULS

- The penalty for a technical foul is 1 free throw (no change of possession)

UNSPORTSMANLIKE FOULS

- The penalty for an unsportsmanlike foul is 2 free throws plus possession if the team is over 10 team fouls.
- The unsportsmanlike foul is counted as 2 team fouls

DISQUALIFYING FOUL

- The penalty for a disqualifying foul is 2 free throws and automatic possession.
- The disqualifying foul is counted as 2 team fouls

POSSESSION FOLLOWING A SUCCESSFUL GOAL

- Following a made basket it becomes the defense's possession underneath the hoop. The ball is to be dribbled out or passed to a player behind the arc.
- A player is considered to be behind the arc when neither foot is inside or on the arc line. One foot behind and one foot in the air would be considered a proper and legal clear.
- The defensive team is NOT allowed to play defence while the ball is inside the 'no-charge semi-circle' area underneath the basket

POSSESSION FOLLOWING A DEAD BALL

- Following a dead ball the ball is to be checked behind the arc (at the top)

POSSESSION FOLLOWING A DEFENSIVE REBOUND OR STEAL

- Following a defensive rebound or steal the ball must still be dribbled or passed behind the arc
- A player is considered to be behind the arc when neither foot is inside or on the arc line. One foot behind and one foot in the air would be considered a proper and legal clear.

POSSESSION FOLLOWING A JUMPBALL

- Following a jumpball the possession goes to the defense at the top of the arc

SUBSTITUTIONS

- Substitutions require no action from the referees or timers
- Players can sub on any dead ball situation prior to the check ball