

3V3 BASKETBALL RULES

Updated 7/30/25

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played at the UCCS Campus Recreation & Wellness Center on Courts C & D.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. The Semester Sport Pass can be purchased for \$20 per semester or \$15 League Pass per activity (league/event).
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. Each team will consist of 3 participants. Each team needs at least 2 players to start and finish the game. A maximum of 10 participants can be on a roster. For Co-Rec, there must be at least one person of each gender on the court at all times.

Rule 4: Equipment

1. The ball size requirements for each league are noted below. Prior to each game, both team captains must agree on a basketball to be used in the game. If captains cannot agree, a ball will be provided by the Sport Programs Staff. 29.5 inch balls are those used in men's college basketball, while 28.5 inch balls are those used in women's college basketball.
 - a. Men's Leagues: 29.5 inch
 - b. Women's Leagues: 28.5 inch
 - c. Co-Rec Leagues: 28.5 inch (can use 29.5 inch if both teams agree)
2. A player wearing illegal equipment shall not be permitted to play. This applies to any equipment which, in the opinion of the Referee, is dangerous or confusing. Types of equipment or substances which shall always be declared illegal include:
 - a. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots. EXCEPTION: Face Shield.



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- b. Any exposed jewelry (ear rings, nose rings, necklaces, etc.)
- c. Pads or braces worn above the waist. Casts worn above or below the waist.

Rule 5: The Game

1. There will be a 10-minute grace period for teams that have not arrived by game time. If after 10 minutes have passed and one or both teams do not have the minimum number of eligible players to start a game, then the game will be forfeited
2. All games will be "self-officiated" with oversight from a Sport Programs Staff Member.
3. 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 Programs Staff 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. Teams may also shoot 3-point shots to determine starting possession if they so choose.
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:
 1. Made baskets
 2. All fouls
 3. Out-of-bounds
 4. Balls entering the court from another court.
5. Following each successful made basket, the non-scoring team will start with the ball at the top of the key and will check the ball in.
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.
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.
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 Staff have the right to issue warnings or forfeit the game if any player or team continually fouls their opponents or fouls excessively with

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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. 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.
10. 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.

Rule 6: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. We have criteria on sportsmanship that are meant to keep teams accountable for their behavior during play. The criteria for sporting-like restrictions are the following:
 - a. 2 UCs on a player in a game = Ejection
 - b. 3 UCs on a team in a game = Forfeit
 - c. 3 UCs on a player in a season = Removal (even in playoffs)
 - d. 4 UCs on a team in a season = Removal (even in playoffs)
2. Sports Programs Staff will be keeping the amount of UC a person/team receives in our records. Additionally, you will be able to see how many UCs your team has via FusionPlay on your team name.