



Intramural Sports 3-on-3 Basketball Rules



Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

Location

All games will be played in the Gymnasium located in the Noyes Recreation Center.

Tournament Format

- Each team will play a set of pool play games to be used for tournament rankings.
- Teams will then be placed in a single-elimination tournament.
- The number of teams qualifying for the tournament will be based on the number of registered teams.

Players

- Three players per team are allowed on the court at a time. A minimum of two players are necessary to begin and continue play.
- One substitute is permitted per game.
- CoRec Modification: Teams must have at least one player of each gender on the court at all times.

General Rules

- All participants must have a valid Cornell University ID Card to participate.
- An “odd-even” method will be used to begin the game. The winner must choose to start on offense or on defense.
- The ball must be brought back to the top of the key following all changes in possession.
- After made baskets, violations, and fouls, the ball must be checked with the defense at the top of the key and passed-in to a teammate.
- Backcourt violations will not be called (the ball remains live).
- Deliberate stalling at the end of the game will result in a change in possession.
- Scoring:
 - Games will be played to 15 points (win by two, cap at 21)
 - Games will be limited to 20 minutes. If the game is tied at the end of this period, the next team to score wins.

- Field goals are worth two and three points. Free throws are worth one point each.
- Possession will change after each score (not make-it-take-it).
- Fouls:
 - All fouls and violations will be called by the offensive team.
 - All fouls will result in the ball being checked at the top of the key. If the player scores and is fouled, the basket will count (two or three points) and one dead-ball free throw will be attempted, followed by a change in possession.
 - On the seventh team foul (and every foul thereafter), the opposing team will shoot one free throw and retain possession of the ball.

*All rules not specifically covered in this document will be enforced as NFHS Basketball Rules.
All rules are subject to change by the Intramural Sports professional staff.*