

**GW INTRAMURAL SPORTS**  
**INTRAMURAL 3-ON-3 BASKETBALL RULES**

NFHS rules will govern play, except as modified by the following GW rules:

1. Games played on half court.
2. All games will be played to 30 points with a 35-minute time limit. If a winner has not been determined when time expires (i.e. team has not reached 30+ points and ahead by two), the winner will be the team that is ahead by two or more points. Games will continue after the time limit until a team is ahead by two or more points. All games are win by two points.
3. One point will be scored for each basket with three point shots counting two points.
4. Teams will shoot from behind the three-point line to determine who starts with possession of the ball.
5. The team scoring a basket retains possession of the ball.
6. After *every* change of possession, the ball must be taken back behind the three point line before a shot can be attempted. If a team scores a bucket without taking the ball back, the basket will be disallowed but the offending team will retain possession.
7. After a basket, out of bounds, violation, or foul, the offense must "check" the ball before play resumes and the ball must be passed to start play. There are no free throws.
8. Players must call fouls and violations as necessary to keep the game under control.
9. All held-balls are awarded to the defense.
10. Substitutions may be made at any time that play is stopped.
11. The Intramural Supervisors are the only administrators for the games. They will not call fouls or violations unless necessary. If a Supervisor calls an excessive contact intentional foul or a technical foul, the penalty will be one point for the opponent of the offending team, and the ball awarded to that team for a throw in.
12. The Intramural Supervisors are given creative authority to do whatever is necessary to keep control of a contest. This includes, but is not limited to: removing players from a contest, subbing out players, forcing teams to play 2 on 3 for a given period of time, awarding points to the opposing team for poor conduct, stopping a game and sitting both teams down while the clock runs, awarding any number of free throws to opponents for excessively abusing the rules, or forfeiting a game.
13. All decisions by the Intramural Supervisors are final.