

NSU Intramurals

3 on 3 Streetball



1. You must be a NSU student or faculty/staff in order to participate in intramurals.
(The varsity athlete rule is in effect.)
2. There is a maximum of four players on a team.
3. Games are played to 15. You must win by 2 points, and there is an 18 point cap.
4. Normal 2 point shots are worth 1, and 3 pointers are worth 2.
5. A foul during the act of shooting will result in 1 free throw and retained possession.
6. Five team fouls results in the bonus, which means 1 free throw and retained possession.
7. A technical foul results in one free throw and retained possession.
8. 2 time outs per game.
9. The check line is anywhere beyond the 3-point line, after any change of possession the ball must be taken behind the check line. (After a dead ball check there must be an entry pass.)
10. There is NO DUNKING!