



Intramural 3v3 Basketball

Eligibility

- A.** In order to be eligible to participate in intramural activities, players must be current students enrolled in one or more credit hours or a Faculty/Staff member.
- B.** Players must be on the roster before the start of game play.

Code of conduct

- A.** Understand, appreciate, and abide by the rules of the game and the honor system.
- B.** Respect the integrity and judgment of game officials and staff.
- C.** Respect your opponents and congratulate them in a courteous manner following each match, whether in victory or defeat.
- D.** Be responsible for your actions and maintain self-control.
- E.** Do not taunt or bait opponents.
- F.** Refrain from using foul or abusive language.
- G.** Keep the game fun!

Equipment

- A.** The Intramural Director will provide a game ball for each contest.
- B.** If teams wish to warm up they must provide their own ball.
- C.** Clothing
 - a.** Athletic attire must be worn, NO pants with belt loops or pockets.
 - b.** Court Shoes are preferred. Shoes must have non-marking soles.
 - c.** All jewelry must be removed before each game.
 - d.** Shirts must be worn the entire game. No shirts and skins.

Playing Surface

- A.** Student Activity Center Gym- 2 half Court games going on at once.

Players

- A.** Each team may have up to 5 players.
- B.** Male, Female, or Co-Ed teams

Forfeits

- A.** Forfeit time is 5 minutes from the scheduled starting time of the contest. A team must be present and ready to play within 5 minutes to avoid forfeit.
- B.** The game will begin when 3 players of each team are present.
- C.** In order to claim a forfeit, a team must have the correct number of players present and be ready to play.
- D.** If neither team is able to field a team, a double forfeit will be declared.
- E.** A second forfeit, within the same sport, may result in a team being dropped from league play.

Start of the Game

- A.** A coin toss determines who gets ball first.

Game

- A. Game is played to 15 points with a 2 point lead.
- B. Point cap is 18.
- C. Game length is no more than 45 minutes. Whoever is ahead at end of time is winner.
- D. Each team is allowed 2, 45 second time-outs.
- E. Subs check in at scorer's table or half line and must wait for referee to call them in on a dead ball.
- F. The check line is beyond the 3 point line.
 - a. After any change of possession, the ball must be taken behind the check line.
 - b. After a dead ball check there must be an entry pass.
- G. No dunking

Scoring

- A. Shots inside 3 point line= 1 pt
- B. Shots outside 3 point line=2 pts
- C. Free throws= 1 pt

Fouls

- A. Individual Fouls
 - a. Fouls on shots= 1 free throw and possession
- B. Team Fouls
 - a. All fouls count towards team fouls
 - b. After 5 team fouls= Bonus 1 free throw and possession
- C. Technical Fouls
 - a. 1st Technical- 1 free throw and possession of ball
 - b. 2nd Technical- Ejection from game with NO return plus free throw and possession of ball
 - c. If, after 2 technical fouls, your team still cannot behave and follow the rules, your team will be dismissed from the league.

Unsportsmanlike Conduct

- A. Any unsportsmanlike conduct (including but not limited to: verbal abuse to officials or players, taunting, arguing with official, fighting, etc) will result in:
 - a. 1st incident Technical Foul
 - b. 2nd incident 2nd Technical Foul=Ejection (player may NOT return)
 - c. 3rd incident Forfeit of game
- B. Any player who is ejected from a game will be ineligible for further participation in Intramural activities until the incident is resolved by:
 - a. Meeting with the Intramural Director after first major incident. Any fines or suspensions will be at the Intramural Director's discretion.
 - b. Meeting with the Vice President of Student Affairs to determine if he/she will be eligible for further participation in any Intramural activities for the remainder of the school year and any other actions he/she deems necessary.
 - c. There will be no 3rd incident.
- C. Any player that is ejected must leave the playing area.
- D. Any team with a player who has been ejected from the league will not be allowed to replace the player on the roster.